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TOTAL WAR SHOGUN™ 2

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Introduction

It's been over a decade since the first release of the Total War series. These games feature a combination of turn-based strategy elements and real-time strategy warfare. Games of the series have featured Japan, imperial Rome, both Napoleonic and Medieval Europe, and more. Shogun 2 brings the series back to its roots. It's a return to Japan in the year 1545.

Nine clans struggle to wrest control of the Shogunate, and you choose one as your own. Against computer-controlled armies, or those of your friends, your clan will grow and refine its techniques for war. Outside of battle, there is the need for diplomacy, subterfuge, guile, trade, and preparation. When all of these arts combine, you will be able to succeed even when luck turns against you.

There are new tools for combat, both on land and on the high seas. Use groups of Ninja to disrupt enemies during combat (or to assassinate their generals even as the armies collide). Try out new siege weapons as well. More than the graphics have evolved over the last 11 years, so the battles are even more impressive than they were before.

This guide explains the nuances of Shogun 2's gameplay at both the strategic and tactical level. It explains how to build a strong clan to seize the Shogunate, and also teaches you how to master the battles that define each crisis.

This book also covers differences in multiplayer warfare, and it goes over the historic battles that are included in the game. By the end, you should have a strong understanding of the game's core principles as well as a decent ability to apply these elements in a real game (whether they're playing against the computer or other people).

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Understanding Your Resources

First up is a brief introduction to the various chapters of this guide so that you know where to go. Because Shogun isn't a linear game that you start, play, and complete once or twice, this guide isn't set up to be read from cover to cover. Instead, the information is divided by content so that you can research whatever you want without having to look through the whole guide at any given time.

Controls and Game Options

This chapter discusses the game's options and controls in a way that shows their impact on actual gameplay. You learn how to make the most of these features so that you can customize Shogun 2 to your specific taste.

The Tutorials

Shogun 2 has multiple tutorials to walk you through land combat, naval combat, and campaign play. For anyone who is new to the series, you might want even greater explanations for how to play through these. As such, the guide covers these topics in moderate depth. Veterans of the Total War games are less likely to require this.

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Military Units, Strategies, and Statistics Explained

This large chapter provides as much information as possible about battlefield dynamics and tactics. Both new players and veterans should pay as much attention as possible to this chapter. Mastery of these battles is paramount for anyone who wants to excel at the historic battles, in campaign mode, or during multiplayer matches.

Mastering The Shogun Campaign

Campaign strategies and concepts are evaluated next. As before, this is an essential chapter for novices and veterans alike. Learn how to build a clan's strength, manipulate rivals, form allies, gain wealth, and bring it all to bear against your enemies.

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Historic Battles

The historic battles are especially challenging. Even someone who has mastered the basics of tactical combat will be pushed to the limits in these scenarios. Unlike campaign battles, you can't prepare a superior military force ahead of time. Instead, you must play with the army at hand, often against a much stronger enemy.

This chapter plays through the battles and discusses variations on how you might survive the encounters.

Multiplayer Conflicts

Because human opponents play differently, you may need an explanation of the options for multiplayer matches as well as the new tactics you should practice.

Appendices

The appendices are filled with a number of tables and informative discussions on the raw data of Shogun 2. Research these if you'd appreciate a side-by-side comparison of military units, buildings, agent skills, and arts.

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Controls and Game Options

Shogun 2's control system and options are fairly intuitive. That said, there might be some features that you don't stumble over during the tutorials, so it's good to review these ahead of time to learn how to get everything done.

Game Types

From the main menu of the game, you can look up information in the encyclopedia or play with the game options. More on those just a bit later.

For more of a single-player experience, there are the tutorials, campaigns, historic battles, and custom battles. If you're looking for a fully featured multiplayer experience, try out the multiplayer modes instead.

Tutorials

The six tutorials cover land combat, naval combat, and the major campaign. These are well divided to give you a great deal of information without overloading anyone. They're also exciting because there is only a little bit of absolute handholding. Instead, the tutorials try to explain the concepts and then leave you on your own to apply them in a genuine scenario.

All players, including veterans of the series, should go through the tutorials. The five combat maps take under an hour to complete. The campaign tutorial is much longer, but it effectively gives you a full look at the game and allows you to have fun while doing it.

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Campaign

The major campaign is primarily a single-player experience. You are allowed to enable drop-in battles, letting random people occasionally sit in for the AI in battles, but that's still not the same as a multiplayer campaign.

This mode lets you pick one of nine powerful clans in Japan. All of them attempt to grab Kyoto while holding their ancestral lands and a number of additional provinces. The campaign is timed. You can play for 120-220 turns, depending on the mode you select.

Campaign Modes

Setting	Number of Turns	Number of Provinces Required to Win
Short Campaign	120-140	25
Long Campaign	220	40
Domination	220	60

Each clan has its own traits, starting location, and history with the other clans. This leads to a dramatic difference in difficulty and playstyle when you play as the various leaders.

The Shimazu and Chosokabe are great starting clans because they begin in relative isolation and have strong positions to defend. They're also good economic forces. The Chosokabe are skilled farmers and get a decent income without as much effort. The Shimazu start near a number of foreign trade routes and, with some fighting on the seas, are able to secure a volume of goods.

Historic Battles

Historic battles focus on key conflicts that have their own history and stories. They're fun but quite challenging. People who enjoy building their own forces and provinces are less likely to delve into these until they are more familiar with the game.

Custom Battles

Like historic battles, these let you satisfy your inner warmonger without worrying about economics and overall campaign strategies. You can configure extremely complex battles with this system, including multiple military forces, different weather conditions, seasonal changes, and various regions.

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Replays

This isn't an actual game mode. Instead, you can relive past glories by selecting battles that you save from other modes.

Multiplayer Modes

Create an avatar and engage other players in this system. You can set up head-to-head campaigns or try both short and long campaigns in a more cooperative setting. Multiplayer matches are available online as well as through local area networks, so you can play with your buddies in whichever way you prefer.

Game Options

Shogun 2's options are available from the main menu. Click on the "Options" button at the bottom of the main screen to access these.

Graphics

Graphic options are almost always determined by a person's hardware capabilities and their interest in smooth gameplay. A good way to handle these is to try out the initial settings that the game determines and then to see what you want to modify after trying out a battle or two. Campaign mode is pretty, but it doesn't push your computer's limits nearly as much as a tactical fight involving a few thousand people.

So, if you find that your computer isn't handling fights as quickly as you like, try turning down shadows or the game's resolution. If that's not enough, use a lower choice on the quality settings (on the left side of the graphics screen). This turns down multiple features without forcing you to micromanage each.

Sound

The sound options don't have a huge impact on gameplay unless you're involved in multiplayer battles. If that's the case, this is where you go to configure your microphone settings. Click on the settings under "Voice Chat" to make sure that you can talk to other players and hear them in return.

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Controls

The controls panel is filled with choices. Camera and mouse settings are on the right. If you find that the game changes angles too quickly or is hard to control, lower the movement or rotation speeds. You certainly don't want to have trouble finding and grabbing the units you need!

On the left are keyboard bindings for battle, the campaign, and for certain universal functions. You don't need to memorize these. The game does a wonderful job of showing you which key to press whenever you highlight something in game.

That said, anyone who invests time in learning a few stance changes is likely to get an edge in tactical battles. When enemy forces are closing in, every second counts. This is especially true during multiplayer battles. Unit special abilities don't have their own keys. Instead, they are access via "Shift + x" with x being the number you want. A unit's first special ability is thus "Shift + 1," while the next would be "Shift + 2," and so on. This makes it a tad harder to remember because units learn new abilities throughout each campaign.

To compensate, use the mouse to hover over key units' abilities during the time before the armies meet. Remind yourself which command to hit for your favorite abilities. That way, it will be fresh in your mind later on.

In addition, you can pause the battle to issue orders under most circumstances. This isn't as much fun, but it's sometimes crucial.

User Interface

This tab primarily deals with unit tracking. You can configure floating flags for land and naval units. These are the bouncing banners that hover over your troops and ships. Strongly consider leaving these on "Always" because you can track your units much more easily. The flags show the specific unit type as well as their current position. It's easier to click on units with this and to target enemies by their flags! You also won't accidentally click on the wrong units even when they're engaged in close combat.

Markers are wonderful too. The selection markers tell you which units are currently selected. Thus, you know which units will act when you right click on something.

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When to Turn It All Off

If you're just having fun, showing off the game's graphics, or want to watch replays, this is a decent time to turn off the interface options. Otherwise, the default settings are far superior.

With everything turned off, the game looks even more spectacular. Show your friends your favorite replays like this and remember to zoom low, over your favorite units.

The target zones are equally important. They show the firing arcs for missile units and siege weapons. This is a life-saver. You can set up ambushes and kill zones much more easily when you know where the units can attack!

Path markers identify a unit's current heading. These provide the least information of the trio and are the least likely to be used because of the amount of clutter they cause. Yet, people who want the most possible information might want to turn them on.

Credits

Click on this final option to see all of the people who worked on Shogun 2. Thanks, everyone!

Game Settings

You can't get to this menu until you're actually playing a game of Shogun 2. The game settings feature lets you alter the amount of advice that the game gives you, the level of multiplayer accessibility of the campaign, game difficulty, and the time limit for battles.

The advisors are fairly useful the first time or two you play the game, but they are slightly intrusive. You can reduce this first by turning their wisdom to text only. They won't talk over your strategy sessions after this. Once their advice has been learned, turn them off entirely to focus on your gameplay.

Looking below that you might notice the "drop in battles" toggle. Drop-in battles allow random players to stand in for your opponents in campaign warfare. In other words, you sometimes get a human opponent even in the single-player campaign. How cool is that? It's a clever idea, but be warned that it ratchets up the difficulty if you get an experienced opponent. A skilled human player is almost always much more challenging than the AI! So, if you're trying to break records and have a disgustingly powerful clan, this is better left off.

On the other hand, people who want surprises and the most challenging gameplay should leave this on all the time.

Game difficulty alters the AI skill level on the battlefield. It doesn't have any impact on campaign strategies for the other clans. On Easy or Normal, the AI is likely to be passive with its planning. Your enemies will take the high ground during defense, but they'll often leave their flanks exposed and react very slowly to your force's advance. Higher settings make the AI more robust and aggressive in the way that it responds.

At the bottom of this menu is the battle time limit. The default is to allow 1 hour per battle. That's a long time, especially if you're in a siege battle that turns into a stalemate (e.g., you can't chase off the attackers and they can't penetrate the castle). Twenty minutes is the shortest duration, and that leaves a tremendous weight on the attackers to get moving quickly. There is no right or wrong choice for this, though more time is almost always a perk for the attacking side.

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The Controls and Interface in Campaign Mode

The controls for this game are fairly similar whether you're in campaign mode or inside of a battle. There are specific commands that differ, but the overall feel of the interface and commands are similar.

Camera Movement

Your eye in the sky is moved the same way in both campaign and battle mode. By default, the game is set up well for right handers. Almost all of your basic camera functions are easy to access with your left hand while the right goes for the mouse.

"W" and "S" move the camera forward and back. "A" and "D" move it left or right. Use "Q" and "E" to turn the camera left or right if you need a different viewing angle.

If you're left-handed, consider create a similar setup on the number pad. This is a much more comfortable setup for long-term use.

Use the options menu to set the camera to a somewhat slower speed by default and then bind a button for faster camera movement to be able to zip around when needed. Usually, this isn't the case because there are several ways to snap the camera onto something you need.

Fast Navigation

Double left click on any unit in either the battlefield or the campaign map to pull the camera onto that unit's location. This is a superb way to find units that have wandered off. You don't want to end up asking yourself "Where is my general?" That's a bad situation. Double click on the unit's picture and you'll soon find out where the target has gone.

On the campaign map, another form of fast navigation is on the bottom left side of the screen. The picture there lets you know what army or city is currently being targeted. Use the arrows to either side to switch the focus to other major targets. If you don't know what to do in a given round, this is a good way to jog your memory.

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Moving Units

Armies, naval forces, generals, and agents are all moved in the same fashion. Select the things that you'd like to move by left clicking on the target. If you select an army or a town with multiple units, it is assumed by default that you wish to move everything at once. When that's not the case, use Control + left clicking to select or deselect individual units for movement.

Once you have the units selected, right cclick on the area where you'd like them to travel. If you hold down the mouse button and scroll around, you can see the potential path that the force will take to reach various targets. When you let go of the button, the force begins its journey and will travel until they reach their destination or run out of movement points or until you stop them by pressing "Backspace" or right click on a different target.

Normally, your people will try to get onto roads and stay on them for the fastest possible travel. If you want your units to do something non-conventional, click on the specific area where you want them to go. For example, you might want to hide a military force in some woods. Manually pick the spot you'd like for setting up said ambush and right click there. This works when you need to take a long way around as well. Tell your force to go through the rough terrain and have them move in stages. This isn't always useful, but for launching surprise attacks it has its moments.

City Commands

Click on any city to bring up more options at the bottom of the campaign screen. Tabs appear there, including the potential for construction, recruitment, and army control. If you have agents in a city but no military, an agent tab appears instead of an army one.

The army/agent tab lets you order around individual units that are stationed in a city. It works just like movement out in the open field. The only big difference is that forces inside a city are garrisoned. Thus, you won't see their banners and must click on the city to move the troops.

Recruiting a Military

Recruitment is the process of hiring martial forces. Any non-damaged city can hire something to defend itself. It's only when the city's main defensive building is damaged that this is temporarily suspended.

Normally, you can click on recruitment and see a list of available troop types. Anything in grey can't be recruited because you are short on cash, are lacking a required building, or need a specific resource. Units in full color can be put into training.

The number at the bottom of a unit's icon is the number of turns/seasons it takes to train the unit at that location. Anything beyond one turn won't be available to you for some time, so plan ahead as best you can.

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SUSPENSION OF SERVICES

Cities stop recruitment, replenishment of wounded units, and construction of new buildings when they are under siege. You need to train units and have them ready before an enemy attacks you. Wait too long and you'll watch the walls crumble with only regret in your heart.

The number above a highlighted unit is the recruitment cost of that group. The money is taken out of your available funds immediately, so you need cash in hand even if the troops won't be ready until later.

Sometimes there will be additional information on the icon. Units that train with bonus experience have a white card on their side. This is a good thing, because well-trained units fight much better than their generic equivalents.

If there are tiny dagger or armor marks on the icon, that means your people will have enhanced weapons or armor. That too raises their chance of victory!

A window appears each time you highlight a martial unit in the recruitment screen. All the major stats for the unit are shown there. Included in these is the upkeep cost. Each military unit you train costs money over time as well as during their training. Factor this into your economy so that you don't end up with a stagnant empire. Having too large a military can hurt you in the long run.

Right click on a unit to bring up the encyclopedia entry on that type of troop. This is a good way to learn even more about your warriors before dedicating to their training.

If you've already clicked on units to train and change your mind, just left click on the training queue below. This abandons the unit's recruitment and returns 100% of their cost to your available funds.

There is a limit to the number of units that can train simultaneously in the same province on a given turn. You might only be able to train one unit at a time. With larger defensive structures, this improves to the point where you can have several units being put through their paces. The queue shows how many turns are required to get everyone ready.

Building a Navy

Naval vessels don't appear in the recruitment tab. They're special. You need to find ports within a province and click on them independently of the city. The ships have their own recruitment menu within those ports, and that is also where the ships appear when they're ready.

Recruitment by Generals

Generals can recruit troops directly from the main map. Click on the general if they are out in the field and queue anyone you want to join them. These troops do not appear directly on the general when they are finished. Instead, the units arrive in the nearest cities that can construct them. They'll automatically leave home and take the best route possible to try to join the general that requested them.

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Constructing Buildings

Buildings are chosen in almost the same way as your martial units. Highlight a potential building to learn more about it. Anything with a yellow arrow in its icon has an available upgrade. The possible upgrades appear below the chosen building, and you must left click on the one you want.

As usual, right clicking gets you addition information. The game lets you know the cost of the buildings and the time it takes to construct them.

Parallel Building Construction

You can have a province construct as many buildings simultaneously as you can afford (so long as upgrades are available). You don't need to wait for any queue to empty. Thus, it's good to start on provincial improvements as soon as you can afford them. Many buildings take several turns to complete, and none of their rewards kick in until the process is finished.

Thus, you could start a farm and road set of improvements and even add a castle at the same time, assuming that you had the money for all that work.

Some buildings won't be available even if you are flush with cash. This is usually because you lack an art required for that structure. Highlight the building and see if it has a symbol in its corner. Highlight the symbol specifically to find out which art is needed. All of this makes more sense once you get a chance to sit down and play a few turns!

Demolition and Repairs

Some buildings can be torn down to make room for different structures. For example, you might realize that you didn't need another Naginata Dojo after all. As such, you can click on the building and then use the buttons to the left to alter them. The big torch sets up the building for demolition. It takes a turn to do this, so you can stop the process without harm if you change your mind that turn. Otherwise, the building is torn down next turn and you can build something else there.

Some players do this if a town is likely to be seized. Take a turn putting everything to the torch as you evacuate your people. Roads and castle-like buildings can't be destroyed in this way. Other structures, like province-specific buildings, can only be torn down to their lowest level. They can never be removed entirely.

Repairs are handled in a similar way. Any building that is damaged has a fiery image on top of it. Click on the building and select "repair" from the buttons on the left. This is sometimes a costly affair; however, waiting for buildings to repair on their own takes a long time. It's usually worth your money to repair everything in a province, so long as there aren't enemies nearby to continue trashing the place.

Chat

The button to the left of the quick navigation panel is used for chat purposes. Click it to open the chat menu. From here you can enter different chat rooms, pull in friends from your Steam list, and so forth.

Because Shogun 2 is a game that takes hours to play, it's sometimes quite rewarding to have a conversation going with friends while you play.

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Options, Advisors, and the Encyclopedia

In campaign mode, there are several buttons at the top of the screen, on the left side. The first pauses the game and opens the options menu. You can achieve the same effect by pressing "Escape."

The second button opens your Total War Encyclopedia. This can also be opened from the game's main menu. Use this feature to look up game concepts, skills, unit info, and so forth. All of these are covered in this guide, but it's good to know that you can find the information in several ways.

The third button controls your advisors. You can ask the advisors to repeat things that they've said previously if you missed something and wanted to find out what it was.

Menus in the Bottom Right

A wealth of information and options is tucked into the bottom of the screen, on the right side. The current date is listed there. Beneath that is a tally of your current money, your projected income for next turn, and the food supply for your clan.

You can end the turn by clicking on the date or by pressing "Enter" at any time after units have finished moving.

In a partial circle around the date are four secondary screens. Click on any of these to bring up more information about your clan or your rivals.

Clan Management (Press "L")

Clan management is used to look over your generals and your family. Open this and look over the summary screen first. It contains information about your clan's traits, fame, religion, stronghold, treasury, number of provinces, food supply, and prosperity. The screen also lists conditions that are needed for you to win the campaign and to complete any smaller missions that have come up.

In the bottom left is a diplomacy section that shows how many allies, trade partners, enemies, and vassals your clan currently has. Click on the tabs at the top of the screen to see your Family and Council or the Records of your clan.

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Clan Traits

These are the long-term aspects of your clan. Each clan has a starting bonus that is inherent to that faction, but other abilities of this type can be gained throughout the campaign. Completing the missions that pop up periodically can grant traits that last multiple seasons. If you forget which traits are affecting you currently, look here. Alternatively, look on the left side of the minimap (on the main campaign screen) to see temporary traits that are influencing you.

Highlight each trait to find out what it does. You can't turn these on or off; you can only look at them here.

Clan Fame

This sounds like a good thing, doesn't it? Well, it is and it isn't. Success as a clan is important. You want to win battles and conquer other provinces. Doing this raises your clan fame. However, it also draws attention from the Shogun. Nobody likes to think that their power base is dwindling, so it's likely that the Shogun will order an attack on your clan if you get too much fame. When the Shogun makes an order, it is obeyed by everyone.

To avoid this situation, grow slowly and carefully. Order your provinces improve their infrastructure as well as their military strength. That way, you end up with enough of an economy to back up your clan if the Shogun turns against you.

If your clan fame starts to get too high, reinforce your military and increase your military presence along even friendly borders. When the Shogun attacks, many clans follow suit (including those that might have been your allies just moments before). Don't trust to fate!

Religion

A clan's religion doesn't have massive impact on Shogun 2, but it isn't something to ignore entirely. Provinces with a rival religion will be harder to control. You must station forces there as a garrison or to find another means of repressing the populace.

Double click on capital cities in each province to see their dominant religion(s). This way you can prepare accordingly before sending your military away from an area that might rebel.

Stronghold

This lets you know which province is the head of your clan.

Treasury

Your financial reserves are listed here, as they are on the main screen. It's always good to keep a fair supply of cash around in case you need to build infrastructure in a new province or to create a new army. However, there is no interest in this game, so money that isn't in use is wasted after a certain point. Decide how much reserve cash you need, and always try to invest the rest in the future (either by creating more trade, infrastructure, or a military to steal someone else's wealth).

Provinces Owned

This is one of the biggest factors in getting the attention of the Shogun. You want (and need) to expand, but don't rush to hit 20 provinces before you have a wonderful military and a solid base for defending your people.

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Food Supply

Spare food is shown here. You always want this to be a positive number. At the worst, you can stand it dropping to zero. Below that, one or more of your provinces will end up falling short. That's extremely bad news. People get pretty ticked off when their children are going hungry, and it's a fast way to end up with a rebellion. Invest in higher-quality farms to raise food production for your clan. Avoid over-constructing castles and upgraded markets. These reduce your overall food supply! Only build these when you can afford to supply them.

Prosperity

Prosperity measures your financial power. Cash on hand and a high net income give you a better rating here. As with the real world, spending money wisely is the best way to make even more cash in the future. Putting your money into markets, farms, trade, roads, and other infrastructure is the best way to accrue long-term cash. For the short term, raiding other people's trade routes or looting their cities is an option. Both routes have their costs and will be explained at much greater length later in the guide.

Victory Conditions

The list on the right side of this screen tells you which provinces are needed to complete the campaign. These are normally a smattering of local provinces near the original stronghold of your clan. You also need to take (and hold) Kyoto for four seasons.

In addition, you need to grab a number of provinces beyond that total. In a smaller campaign, this tally is 25. These can be from any part of Japan.

Current Missions

At the beginning of certain turns your clan will be assigned a mission. You might need to conquer a specific province, learn a new art, or excel in some form of combat. Whatever it is, you are given a number of turns to complete the task. If you succeed, your clan temporarily gains a new positive trait. Fail and you lose nothing, though your chance to get the useful trait will disappear.

Family and Council

The second tab in the Clan Management screen shows all of your leader's family and generals. Brothers are on the top right. Your Daimyo's (clan leader) wife is at the top, if you have one. Below are your children and generals.

The women in the family have little impact on the course of your campaign. Your wife may gain a trait or two relating to the growth of your family, but it doesn't affect much beyond the birth of additional children. You might also find yourself with a mistress retainer, but these are only able to provide minor bonuses. Daughters have a slightly useful role as bargaining chips, and you can choose to marry them off to other leaders for diplomatic purposes or to keep them closer to home by giving them away to one of your generals.

Sons that are of age act as generals. You can choose one of them to be the inheritor of your clan. Don't swap between these capriciously, because it upsets your retainers to have the clan promised them and then revoked. After all, you do want to keep both your family and your generals happy.

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Keeping People Safe

You don't want your clan to be left high and dry because all of their leaders were killed. Don't have your Daimyo run around with all of his sons in the same martial force. In fact, it's good to have at least one son who stays at the heart of your clan's territory where it's safe. In a particularly brutal game you might even put a Metsuke in the same town to reduce the chance of assassination for that child.

If you select a general or a son that isn't going to inherit, you can assign them a commission. There are four types of commissions, and each gives clan-wide bonuses as well as a local benefit.

Assign these commissions to higher-rank generals. The amount of each bonus increases depending on the rank of general used, so putting lesser people into these roles is against your long-term interests.

Commissioner for Warfare	-2% to all recruiting costs, -2% to the cooldown times for special abilities for units led by this character
Commissioner for Supply	+2% to the replenishment rate for all units, +3% campaign movement speed for all units led by this character
Commissioner for Finance	+2% bonus to the clan-wide tax rate, -2% to the upkeep cost for all units under this general's command
Commissioner for Development	-2% to the cost of constructing buildings clan wide, -8% resistance to invaders for provinces conquered by this character

Records

The final tab doesn't have any material of huge consequence. You can look over the dates for important events in the campaign. There are also tallies for a number of statistics. The whole page is more of a point of interest when comparing your various campaigns against each other. It's not something that you need to worry about on a turn-to-turn basis.

Diplomacy (Press "K")

The diplomacy screen is the second circle near the date, in the bottom right. You must come here when it's time to seek trade partners, alliances, seek peace, and complete a number of other tasks that involve other clans.

In the upper left of the diplomacy screen is a summary of your clan's attributes: Who is your leader, how many provinces do you control, how powerful is your military compared with those of other clans, and how strong is your economic prosperity.

Beneath this summary is a list of your clan's vassals, allies, trade partners, and enemies. Farther below that is a tally of your current trade goods.

A similar display on the right side of the screen gives you equivalent information about any clan that you've encountered. Once selected, that clan's stats show up there.

The middle of the screen has a map of Japan, divided into its various provinces. This map is color coded and changes based on the clan you currently have selected. By default, it shows your own clan as the point of reference.

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Areas displayed in white are under the clan's control. Green represents friendly clans. Red shows those that are hostile to the clan's efforts. Anything that is a pale green or red has a leaning in one direction or another toward the clan in question but has no specific war or treaty in place.

The awesome thing about this map is that you can easily tell how a clan is faring just by clicking on them. The encountered clans list below shows all of the groups that your people have bumped into. Click on any one of them and watch as the map changes. It shows the provinces that group has conquered and reveals their allies and enemies.

Use this before decided who to befriend and who to attack. Always consider this before making a long-term move. If a rival clan is weak but has two or three allies, take a look at their friends before attacking. You might end up in a war with four clans at once, and heavens help you if one of them is especially powerful!

By the same token, you want to form trade partnerships and alliances with people who won't get you into constant trouble. Trade with prosperous clans. Make alliances with those who have few enemies and have military might of their own. Always think about what is important for your own clan. That is your only unwavering loyalty. That is all that matters in the end. Everything else can change in a single turn!

Mastery of the Arts (Press "M")

Press "M" or click on the third circle from the main screen. This opens the Arts panel. This is equivalent to research in similar turn-based games. Your clan starts without any knowledge of the two branches: Bushido and Chi.

Bushido is the way of the warrior. It is a path of honor and dedication. This route of learning provides bonuses to your clan's martial units. They learn special abilities that are essential to victory in combat, and they also gain access to buildings that are required for higher-tier military units.

Chi is the force of life. It is studied to learn more about your clan's regular people: the workers, artists, farmers, and agents of your clan. Better roads, farming, religious structures, and special units are found here.

A true leader must understand how to spread their limited time between the study of both Bushido and Chi. You will often weigh your time more toward one or the other, but it is reckless to ignore one branch entirely.

Highlight any of the arts to learn more about what they provide. To assign an art for research, simply click on it. The number that appears above that art tells you how many turns it will take before you master it.

Both branches start the top of the page and descend from there. You need to complete higher arts to gain access to ones farther down. Look at the lines that are drawn between the arts to see which requirements must be met beforehand and plan a route according to your clan's interests.

For example, a clan that gets sword bonuses (like the Date) should focus on the right side of the Bushido line. This pushes them toward the Way of the Sword and unlocks the No-Dachi Dojo. Another clan might rush through the early Chi arts to master the School of Shinobi and put Ninja units on the battlefield.

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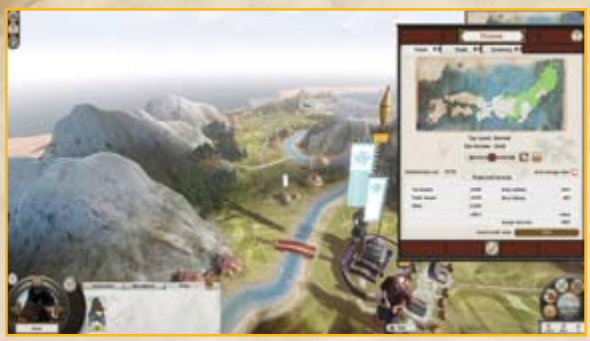
Finance (Press "N")



The finance page opens immediately into the taxes submenu. This is where you set the global tax rate for your clan. This screen is entirely devoted to showing the projected income for your clan, updated to reflect any changes in the tax rate.

Use the slider in the middle of the screen to look at the ramifications of higher and lower taxes. Slide taxes to the right to temporarily make more cash, but look at the resulting change in provincial happiness. Areas that turn yellow or red are moving into disorder because of the higher tax rate. That's bad because it can trigger rebellions. It's also dangerous because a high tax rate can lower the money produced by a province over time. It sounds counter-intuitive, but it can happen.

Provinces grow over time as long as the people are happy and have a solid infrastructure supporting them. Good roads and trade buildings help this. High taxes lower growth, and that can turn a city's financial development into shrinkage. As such, you should be careful of levying high taxes for too long a period.

If you're extremely reluctant to deal with taxes yourself, it's possible click on the auto-manage button on the right side of the screen. This isn't nearly as effective as managing it yourself, but it's workable and won't get you into trouble.

The second tab in the financial area deals with trade. You can't do anything from inside that tab, but it's a fast way to review which goods you have, which goods you're importing, and what is entirely unavailable.

The final tab is a summary for your finances that goes into the fine details for all of your income types and expenses. It's best used as a way to review your clan every 10 turns or so. "Do I spend too much on my army? What about my navy? What really gives us our money and power?" Sometimes this page can be quite an eye opener.

The Mini Map and Tabs

The upper right side of the screen has a mini map of Japan. It's filled with information. The map is color coded and updates itself as provinces change hands. You get to see at all times what is under your control and which clans are nearby. This isn't as powerful at the diplomacy page, but it's convenient. To the left of the map are any temporary traits that are affecting your clan.

In the upper corner is a button that removes the map, in case you want even more screen acreage. You can always bring back the map by pressing the same button later on (it remains when the map is down, just at a slightly lower position on the screen).

Click on the mini map to switch the camera's focus to any area you wish. The main screen zooms to the new spot so you don't need to do the leg work yourself. A small, white wedge shows the area that your camera is watching. Rotate the camera and watch as the wedge shifts its focus on the mini map. This is handled with "Q" and "E," just as you would during a battle.

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Trade Routes

The grey ships on the mini map are trade points that don't correspond to a specific clan. They're foreign trade routes. People occupy those with trade ships and defend them as best they can from other clans and pirates. Holding a foreign trade route gets your clan money each turn, and the more trade ships the better for your profits. Note that enemy ships can sit on your route and siphon off some of the cash. You must hunt them down if that happens!

The Tabs

Beneath the map are several tabs that access other functions. From left to right they are as follows: event messages, objectives, clans, armies, fleets, provinces, and agents.

Event Messages

Event messages tell you about major occurrences that happen each turn. It's a good way to remind yourself about armies/naval vessels that have been constructed. It also gives you information about national news, like a clan being formed or destroyed (even if you haven't scouted the entire island chain yet).

You can often click on event messages to learn even more about what has occurred. Some of them even let you jump to the location of the event. Do this if an agent gains a level and needs to spend points.

Objectives

This tab gives you information about the victory conditions for the current campaign. It's the same info that you'd find in the clan management area.

Clans

This is a tiny version of the diplomacy screen's readout for clans that you have encountered.

Armies and Fleets

All forces at your disposal have an icon in here. Even groups that aren't led by a general are listed, though they only have a default leader's icon, so it's somewhat hard to tell them apart without clicking on them. You can zoom to any of your armies by left clicking on their section of the tab.

The tabs show the number of men in the force as well as the movement points remaining for the current turn. Thus, you can easily spot if you haven't moved an army that you wanted to do something with that turn.

The fleets tab does the exact same thing, but only shows naval forces.

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Provinces

The provinces tab lets you see all your regions, whether they're under control, any special traits of the area, their food supply, and their wealth. Beneath this listing are entries for foreign cities that you have encountered.

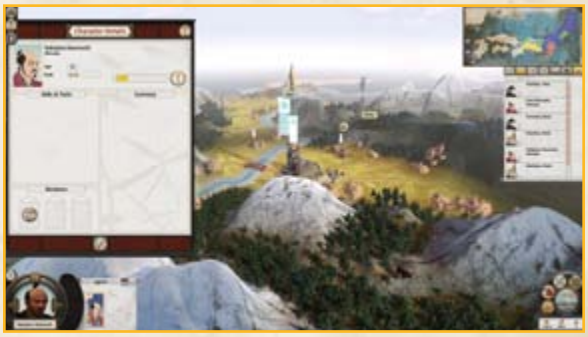
Left click on provinces to zoom to their location. Right click on their entries if you want to learn more about any of the locations. City screens can also be brought up by double clicking on a city while you're navigating the main map.

Using the arrows in this tab it's easy to sort your provinces. Do this to quickly see if any are out of order, are hitting a negative food supply, or to see which provinces are getting you the most money. To do this, click on the arrows above the category you'd like to sort by. Clicking the triangle up sorts from the highest to lowest in a category. Downward triangles do the opposite.

Agents

Agents include ninja, geisha, metsuke, monks, and missionaries. These are individuals that act on behalf of their clans, doing covert or even clandestine actions. These agents are harder to keep track of than you'd think. They have smaller icons on the map and might be hidden inside cities where you could forget about them.

Use this tab to see all of your agents and their remaining action points. Use this often to get the most out of your people.



The Controls and Interface During Combat

Combat is primarily handled like movement around the campaign map. The camera controls work in exactly the same fashion, and unit movement is equivalent too. However, there are specific means of dealing with combat, so the distinct combat interface merits its own coverage.

Before Battle Begins

At the beginning of battle you are asked to handle force deployment. A large gong appears at the top of the screen; don't hit that until you are done positioning all of your people. Doing so triggers the start of battle, and you won't be able to give orders to units without needing to wait for them to respond during active battle. Everything that happens before that is done instantly, so you can position and reposition units in mere seconds.

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Look at the bottom of the screen to see all of the units that you control. Go through each unit individually and decide where they should be placed. Left click to select a unit, and then right click on the battlefield to determine their deployment point.

Instead of just deploying a unit, right click and hold the button down for your next unit. The warriors in that group can be ordered to face any direction and to spread themselves around in different ways. For example, hold down the button and pull the mouse far to one side. Watch as your unit stretches its lines thin. Return the mouse to the center and see them bunch into more ranks again. If you rotate the cursor around your deployment point, you can get the unit to face other directions.

This is useful before and during a battle. You want your forces to face the enemies they are about to fight. Armies hate when an opposing force contacts their flanks or rear. It's bad for morale, and the results are sometimes disastrous.

Thus, you can use this repositioning technique at any time. You can even select multiple units and order them to deploy in a long row or column together. Select multiple units by hitting Control + left clicking at the bottom of the screen or by dragging a mouse box over a cluster of units. Both methods work well. The latter is superior when the units are close together. The former is best if the groups are somewhat scattered or have other units in their midst that you don't want to disturb.

Examining the Interface

Hold on one more second before you begin. With the game paused, it's a perfect time to discuss the interface. The upper left side of the screen hasn't changed. It still provides an advisor, the options menu, and access to the encyclopedia. These don't come into heavy use in battle (except for the options menu, which is still easier to reach by pressing "Escape").

The Speed of Combat

The buttons in the upper right have changed considerably. The first five buttons up there control time during the battle. At the left is the pause button. It's of great use because you can stop everyone and give orders even during frantic conflicts. Though it's a shame to break up the action, you reap huge benefits from using pause.

The next four buttons allow combat to proceed at different speeds. The first button is a slow motion choice. The second is normal and should be quite fair once the armies are close together. The final two are rather quick and are better when you're waiting for enemies to approach or if you're at the end of battle and are just mopping up enemy stragglers.

The white circle to the right of these buttons is the clock. Highlight it to see how much time remains in the given conflict. If the timer runs out before battle is completed, the defender is considered to have won. The default is for battles to last 1 hour, so that's a long time to wait. You can set this clock to 20 minutes, 40 minutes, an hour, or leave it off entirely.

In the corner is a bar that has a yellow and red component. The yellow portion indicates your troops. Red stands for your enemies. As units die or flee the field, the bar will shift, giving you a real-time indicator for the odds. If yellow is growing, you should be happy. The other direction is a warning sign that your enemy is gaining ground.

Don't let the bar worry you too much. A skilled leader can overcome horrific odds if they stay calm and stick with a plan that combines both tactics and strategy.

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Unit Controls

Once you have a unit selected, its image appears in the bottom left. If you don't want to use the mouse to reposition troops, try clicking on the arrows below the unit display. This isn't quite as clean, and it takes longer than mouse work. Use whichever you prefer.

The buttons on the right side of the unit display aren't active until battle begins. You can use those for several things: halting a unit's actions (also done via "Backspace"), toggling run/walk ("R"), toggling melee mode ("F"), and toggling groups ("G").

Using the buttons is slower than sticking with the keyboard shortcuts, so it's best to learn the proper keys. Backspace is extremely useful if your troops are going too far in one direction and you need to stop them as soon as possible. Run/walk shifts marching speeds for your units; running is brutal on fatigue, but sometimes you want to get somewhere without any delay. Another method for shifting run/walk is to double click on a target area or unit. This automatically tells your selected unit to run there at full speed!

Melee mode is for ranged units. It lets them know to put down their bows/gunpowder weapons and prepare for close-range fighting.

Grouping isn't usually necessary unless you have a few units that are supposed to stay close together and hit the same targets. It's decent for missile troops, but infantry and cavalry really benefit from receiving individual orders.

Special Commands

Look above the unit list after you select something. Any special commands available to the unit(s) in question appear there. New formations and attacks are accessible in this way, and correct use of these abilities is quite powerful. Click on the buttons to trigger these abilities, or use Shift + x instead, where x is the number of the button you desire, counting from left to right.

Battle Commences

After deploying your force, click on the gong to start battle. The commands presented in this chapter are all you need to survive, though it takes practice to use them well. Should you become frustrated with a battle and wish to try it again, hit "Escape" and concede defeat. You can reload your game and give the battle another shot.

Otherwise, you're ready to go. Order your units carefully, pick the best ground for the fight, and have fun.

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The Tutorials

When you're ready to try out the game's most basic scenarios, click Single Player from the main menu and then click Tutorials. This brings up a screen with six learning lessons. In the center is the most complex (The Chosokabe Campaign Tutorial). That one teaches you how to play the full single-player game. The other five tutorials revolve around small- or medium-sized battles so that you can learn about ground and naval combat.

Beginners Battle Tutorial

The best place to start is the Beginners Battle Tutorial, in the upper left. This scenario teaches the basics of battle and unit movement.

Let the battle load and take a look at what's here. You have a unit of Yari Ashigaru. Ashigaru units are made up of commoners who have been given basic training and pressed into martial service. They're neither bold nor especially powerful, but with the right leadership they can still win battles!

This particular unit is wielding Yari, a type of long spear that is quite effective against cavalry. Yari Ashigaru get torn up by sword-wielding units, but they're acceptable as a screen to protect vulnerable units from cavalry, other spear users, or from missile fire.

Select your Yari Ashigaru by left clicking on their unit portrait at the bottom of the screen. Listen to the tutorial advisor talk about the unit and then click on the check box to advance.

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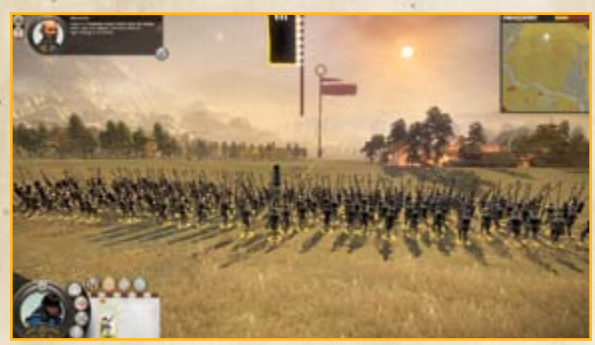
Your First Engagement

When told to, right click on the red flag that appears to order your men to march on that position. When you arrive, a unit of enemy Katana Cavalry appear. They've seen you, and they're riding to attack. Follow your advisor's orders and put your men into a long line and adopt the spear wall formation while facing the oncoming attackers.



Listen as your advisor talks about morale and other game concepts. You can see these put into practice during that first engagement. The enemy cavalry charged into a force that inflicted heavy casualties against them. This caused the unit's morale to falter. When their morale dropped low enough, the bar above their banner turned red. That's the prelude to flight for many units, and that often brings ruin for them and for any of their allies that are close by.

The cavalry that survive flee the field. Don't worry about pursuing them. Turn off the spear wall formation and march down the hill to meet some of your allies. Down below are Chosokabe Bow Samurai. These skilled archers are superior to the bow-wielding samurai used by other clans.

The Best of the Best

Each clan has special units that are superior to their rivals in other clans. Regardless of the clan you use, remember to exploit their strengths in battle by using their best units at the core of most armies.

New Allies

Have the Yari Ashigaru run down the hill by selecting them and pressing "R" or double click on their destination to accomplish the same thing. Even when going downhill this isn't something that you should do for long. Units tire quickly from combat or running, and a fatigued unit is vulnerable to fresh enemy troops.

Once you meet the archers, they join your force. Click through all of the advisor's wisdom to learn more about several topics. One thing that he discusses is skirmish formation. A number of non-combative units have this. Your archers have it as their fourth ability (shown as the circle at the bottom of the screen, when they are selected). Hit Shift + 4 to put your archers in a skirmishing formation. This makes it harder for enemies to harm them with missile fire. It also lets the unit know to avoid direct combat!

Now, have the Yari Ashigaru advance past the archers to form a line in front of them. Walk down the hill with both units and then have the spearmen halt once the archers are in range to fire at the enemy Yari Samurai below. The Yari Samurai are tougher than your Yari Ashigaru. They're wielding similar weaponry, but they have better training and discipline.

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Nervous? You shouldn't be. Everything else is in your favor. Your Yari Ashigaru can charge down the hill into the enemy samurai. You could also hold ground and get into a spear wall formation to give them trouble as well. Both options are solid choices that force the enemy into a tough spot.

The choice shown in the screenshots was to form a spear wall while the archers peppered the enemies during their climb up the hill. While doing this, try the archer's Flaming Arrows special ability. They only do this once every few minutes, but the attack is devastating.

Charging into the enemies would have been especially good if spearmen were your only unit in this fight, but the archers needed some time to have their fun. If the spearmen engaged the enemy samurai sooner, they may have taken friendly fire damage from the archers. That can certainly happen with missile weapons (even more so once you start to use siege weaponry).

The Final Push

Order your two units to the bottom of the hill. There are more enemies below, and you have to clear them out of the area. Don't run; conserve your people's strength.

As two units of enemy archers close in, your force is greeted by another ally. This time you gain a unit of heavy cavalry. Archers melt like hot butter when they're hit with cavalry. Have your archers and spearmen go after the left (eastern) group of enemies. Order the cavalry to charge the other unit. Remember to double right click to force the cavalry to move at maximum speed.

While they're moving in, use the wedge formation to give the riders even more impact. Their attack on the archers isn't even a fight. It's a slaughter. There is no chance in the world for the archers to win. Don't pursue them when they break. Instead, have your archers fire on the fleeing victims, and use the cavalry to hit the remaining unit while they're already engaged by your Yari Ashigaru.

Units that are attacked by multiple enemies take much higher losses and suffer from morale penalties. It's a downward spiral for almost any group. They're scared because of the flanking attack (morale penalty). They're taking more losses (morale penalty). And, they inflict fewer casualties on enemies because of their poor positioning, making them likely to be seen as losing. It's a morale murderer.

Within moments, you will achieve victory. The archers break and the field is yours. See how easy this can be? Take a look at the review screen after your fight, then turn back to the tutorial screen.

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Intermediate Battle Tutorial

The second selection is the Intermediate Battle Tutorial. Click on that now and get it loading. It takes you to the Sanuki province, during a cold winter day. Your forces will face the Sogo clan. The key is to improve your skill at maneuvering larger forces and controlling the terrain.

This time you are able to deploy your forces manually. Put the Yari Cavalry off to the sides. Cavalry forces are easily identified by their banners; all mounted units like that have a horse's head on their banner. Spear units (e.g., Yari Ashigaru, Yari Samurai, etc.) have a triple spear head. Swordsmen have a single, curved blade. Archers have a bow. Gunpowder units have a gun barrel.

Put the spearmen and swordsmen in front. Throw the archer and Matchlock Ashigaru (the gunpowder unit) behind your melee troops, then toss your general behind them. The primary general is always the first unit at the bottom of the screen. He's protected by a heavy cavalry unit, though there aren't too many of them, so don't go nuts with throwing them into direct battle.

There are many special aspects to your general. The first is that they have a circle of authority that surrounds them. This is shown in blue, and you can zoom in slightly if you have trouble seeing it from too far away. All allied units within this circle receive a bonus. They're harder to demoralize; thus, they won't break from combat as easily.

Beyond that, generals can Inspire units to help them if they are in desperate situations. To Inspire a unit, left click on the general's Inspire ability and then left click on the target unit. Inspired units fight harder, shoot more accurately, and resist the urge to bolt from battle.

This is different from your general's Rally ability. Rally is used on units that are already broken and fleeing. Rally convinces fleeing units in the area of effect to stop running and gather themselves. Other allies receive a morale boost!

THE LIABILITY OF HAVING A GENERAL

There is a downside to having one person stand tall, rallying their army with just a few words or a stern look. People will freak out if the general is slain. Everyone in your entire army will suffer a substantial morale penalty if this happens, and they won't fully recover until after the battle is over. A winning force can have the entire fight turn on a dime if their leader falls, and it's hard to recover once things start going that badly.

To avoid this, always watch out for your general. Keep them away from heavy missile fire and leave a melee unit to screen them from charges. If worst comes to worst, have your general's unit run from danger before being attacked. This will not trigger any morale penalties. It's considered a tactical choice, not a cowardly flight.

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Time to Fight

Enough talk! When your army is deployed, look for a red flag to appear after your advisor makes a few points. March your forces toward the red flag and then hit "Backspace" when you get close to the village ahead. There are enemies near the buildings, and they'll fire on your people. One group of them is in front of the village, and other is farther back.

Your advisor lets you know that some Mangonels have been deployed on the hill above and to the left of your army. These guys can't move after battle has been initiated, but they have plenty of range. Have the Mangonels fire on the enemies in front of the village. Wait for a few volleys to damage the unit and lower its morale.

Once you're satisfied that enemies are ripe for the taking, order a group of No-Dachi Samurai to attack the archers in the yard. Look at their special ability: it's a Bonzai charge. This briefly gives the swordsmen unbreakable morale, better charge bonuses, and a higher movement rate. It's quite fun to use, especially against weaker units like these foolish archers.

Charging cavalry can clean up the archers as well. Have them hit the target unit at the same time as your melee troops. This compounds the target's low morale and makes it much easier to break them.

Into the Village Proper

Your army must make a choice now. The ways into the village beyond your position are limited. There is a bridge nearby, or the army can ford across the river farther down. Both are somewhat slow, but the bridge bottlenecks your troops while they're within range of the enemy missile troops.

If there were many missile troops there and some melee units to tie up your army, it would be a perfect ambush spot. However, your foe has made a massive blunder. They've almost given up the village to you, and a measly group of archers won't threaten you much. Taking the bridge is the best course of action for that reason.

Have your melee units go across first. Horsemen can't charge the archers inside the shrine, so they'll waste your army's time. Have your Naginata Samurai go across first, as they're solid, well-armored troops.

You could get sloppy because it's only a single Bow Ashigaru unit, and just tell everyone to rush the place. The screenshots show what it looked like. Poor tactics, but extremely funny to watch. The enemies must have been quite concerned.

You might not have noticed, but that building you took wasn't a generic house. It was a shrine. You won't see many buildings like that in the single-player campaign. However, multiplayer matches frequently feature buildings that provide army-wide bonuses to the side that seizes them. Taking the shrine away from your opponent just stole a morale bonus from them and gave it to your troops! Always look for cheap ways to snag these buildings if enemies forget to leave them properly defended.

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The Real Battle

March your victorious army up the next hill, but stay in the treeline. This would avoid ranged losses from the enemies at the top of the hill, but look out! It seems that the enemy has anticipated your move and placed Matchlock Ashigaru in the trees. They ambush your army when you get close. Your Naginata Samurai are excellent for taking out these troublemakers. Swordsmen take higher losses, but if you'd like a fast victory they will do well also.

The cavalry have trouble in the trees because they are mounted and cannot make the most of their horses. You could dismount them and send the units into the woods like that, but you're not trying to be sneaky here. Just let the melee troops do their job while the horsemen hold back. Leave your general nearby, to aid the fight with his leadership, but do not have his unit enter the fray.

When the gunpowder units fall, the Sogo general urges the remainder of his people into action. They come down from the town above you. Quickly reposition your units so that the Naginata form a wall in front. Have the swordsmen flank them, the missiles units stand behind, and leave the general behind them. Your Yari Cavalry are still farther off because they avoided the last fight. Have them circle around so that they can come at the enemy's flank or rear after the lines meet!

Divide your cavalry. Send one unit after any enemies that are holding back (the archers, most likely). A run on their general's bodyguards would be nice too, if he hasn't already gone into direct combat. Then, have your other Yari Cavalry unit hit the rear of the enemy lines.

Tell your general to Stand and Fight. This is a special ability that causes the general's unit to stay in place. They can't move without turning off the ability and waiting for a few moments. However, Stand and Fight increases your leader's command radius by a huge margin. It also raises the morale and fighting statistics of all allies within range.

The fight should end before long. By outflanking the enemy group, you gained a major advantage in the fight. Keeping your missile units screened from attack also aided in the conflict. You will find that many enemies orphan their archers the moment a bigger attack begins. Leaving a fast unit to flank the lines and trash these defenseless archers and gunpowder units is wise. It's not just useful to kill your opponents. You're taking them out early, without much loss of life on your end, and you're scaring the surviving enemy forces. They don't like when their allies break and run. Any units that see this happening suffer a morale penalty. It's a good scene for you. It's awful for the person who made the blunder.

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Advanced Battle Tutorial

The third, and final, land battle tutorial is an exciting one. This encounter doesn't force you to do things in a specific way. Indeed, the tutorial explains several special units and then leaves you on your own to complete a siege attack against an entrenched opponent. It's extremely fun.

The first point of importance is to learn about the enemy keep. The tenshu (the main building at the top of a fortified area) is your goal in these attacks. Killing all of your enemies will work just fine to win the battle, but seizing the tenshu is sometimes faster or easier to accomplish.

If you tie up most of a defensive force on one side of an area, it's possible to use speed and guile to get attackers up the walls or through a gatehouse elsewhere. This avoids the agonizing losses of battling your way through each and every defensive structure along the way to the top.

Getting Past the Walls

You need to know how to get past enemy walls if you plan to go after a tenshu. Archers and melee troops can climb up embankments and get through the slats in the walls on their own. Mounted units must dismount to accomplish the same task. This is dangerous because the horses can be scattered if they are attacked, meaning that your cavalry units might be left without horses to return to.

Beyond that, the climb up the walls is a dangerous one for any unit. Your men arrive slowly at the top. They're tired and somewhat isolated, and that's when things can get very nasty. If the defender has deployed a unit along that wall, the defenders are very likely to knock the stuffing out of your people. Even archers can do well here because the advantage is so extreme. Always attempt to slip units in along unguarded sections of the walls.

Barring that, another way inside is to siege a gatehouse, take it, and move through that choke point into an open courtyard. Wise enemies will have defenders ready to block your access. A skilled unit of spearmen (in a spear wall or otherwise set in a defensive posture) is optimal for this, though swordsmen do fair job with the task, too.

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The downside of this method is that you can have ten units ready to rumble through the gatehouse and have one or two defending units hold you up for a long time. Meanwhile, their nearby archers get free shots against your tightly massed army as it waits to enter. That doesn't sound good, does it?

So what's ever better than these methods? Siege weapons. Many siege weapons are strong enough to knock down gatehouses, preparing the way for your siege while your troops are safely waiting at long range. The Fire Projecting Mangonels that you have in this battle can do just that. Have them target the enemy gates early on and watch them fall as your forces are taking up their positions.

Kisho Ninja are special units that can use stealth and decent speed to slip into fortified areas. If a gatehouse is poorly defended, they can open the way for a rapid assault force. Once you get your foot in the door, a siege becomes much easier.

More Special Buildings

The last tutorial included a shrine that gave your army morale bonuses once it was seized. There are three similar buildings on this field. The eastern side has an archery dojo that aids missile units with their reloading. It also restores missile ammunition for units that stay close to it for a while.

Near the center of the map is a regular shrine, just like the last one. On the western end is a farmhouse that raises your units' stamina and movement rate.

Capture all three of these building before starting your siege. The enemy won't try to defend them, so you won't lose troops in the process. Have your units station themselves near the buildings to convert them. Do not right click on the buildings themselves as that tells your troops to burn them down instead. The fire icon is your way of knowing that an object can be attacked in that fashion. If you were worried about losing control of the buildings to your enemies, burning them down would be a wise course of action.

Of course, the enemies have a few special buildings of their own. Besides the gatehouses that they guard, and the castle walls themselves, there are guard towers. These unleash arrows on attacking forces that get anywhere close to them. Your troops can try to seize guard towers if you get close to them.

Apply The Lessons

You're free to come up with your own plan, but here is a sample of how it might be done.

There are three major sides to this fortress. You can't really get around to the back without substantial effort. A Ninja could, but this plan focuses on another way of doing things: a three-pronged assault.

Look at the central gate house. First off, it's easily destroyed with mangonel fire. Now the enemies must guard it manually. They have, but the fools have left only archers and swordsmen nearby; no Yari or Naginata troops to worry about.

Send your cavalry to the center. When the time comes, they'll burst through that open section of gate with a charge that won't be easy to stop. Without spearmen, it's a tough thing for the enemies to counter.

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On the west, send a force that is loaded with missile troops and a little bit of melee. They are ordered to attack the western gatehouse at the same time as the cavalry charge. That's going to keep the enemies pinned over there with a large attack. If they pull back to stop the horses, send your troops in through here instead.

On the right, focus on your best melee troops. Order them to climb up the high wall, which isn't well defended. If the enemy goes after them it'll be a bloodbath, but the opponent should be too busy to counter this move.

What Happened

The attack almost worked as planned. The group of infantry that climbed the eastern walls was a perfect coup. They fought off the general's bodyguard (the only group that tried to counter them). They proceed to climb another wall to go after the tenshu!

The cavalry charge would have been countered. The computer shifted its spearmen to the center just in time. To counter this action, the cavalry was ordered to race to the western gatehouse instead. They broke through there just as the infantry were tying up things in the center. This allowed the cavalry to hit the back of the courtyard defenders. With less time taken to put the attack together, it would have been smoother. Despite that, the enemy losses were brutal.

Victory would have been achieved with either the defeat the enemy force or from taking the tenshu.

Beginners Naval Tutorial

Naval combat has similar features to land-based encounters, though you must get used to units that are slower to react. The initial battle is there just to give you the raw basics. It isn't hard, so you have attention to spare for the minor details. Watch how long it takes for orders to translate into changes in course. Be prepared for this. Also, feel how difficult it is to finish off a target on the water. Flight is always an option, and that's especially true in this medium.

We're Underway

Select the lone Bow Ship that's at your disposal. Order the Bow Ship to move along the waterway and approach a burning ship not far ahead. When you get close to the ship, hit "Backspace" and stop your vessel.

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Bow Ships are the backbone of early campaign naval forces. They're quick to build, cost little to upkeep, and have the speed to get things done. They're decent escorts for Trade Ships until other factions get more serious about war on the high seas.

Your advisor notes that there are mines in the water and that the other ship probably hit one. Zoom closer to the water and look for the jets of water that periodically bounce off of the mines. This helps you avoid striking any of them.

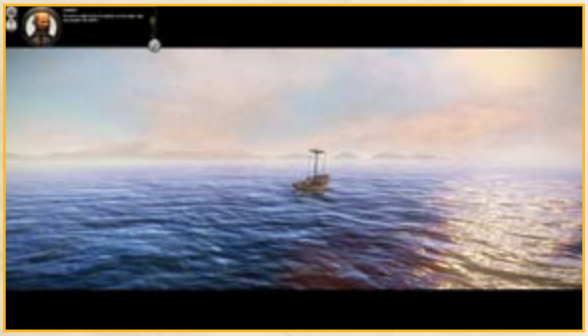
Follow the red flags that your advisor sets down to navigate through the mine field.

Enemy Ship Sighted!

Soon after you break free of the mine field, your Bow Ship spots another vessel. It's flying enemy colors. Approach the new ship and prepare yourself for combat. Use Shift + 3 to unleash Flaming Arrows as soon as the enemy ship gets within your firing range. This gives your vessel a slight advantage in the encounter.

If you highlight the enemy ship, you get to learn much more about it. The number of infantry on the vessel is shown by a sword symbol. The number of archers is shown with a bow. Your vessel would be mince meat if you tried to board this ship; it has many more swordsmen. However, it's light on archers. Because of that, you stand to seize an easy victory if you keep at range.

Luckily, the enemy captain is cowardly and won't try to close the gap. Increase the speed of battle if need be and wait for the other ship to turn tail.



Building a Fleet

Another allied ship is near the coast of this region. Select your Bow Ship and send it after the larger vessel to make contact. The new ship joins your fleet, but it needs some repair work before it's ready for a fight. Select the Medium Bune and use the repair button in the lower left. Wait for their repairs to complete while you look at the vessel's statistics.

Medium Bunes are much tougher than Bow Ships. They have seven times the number of swordsmen and almost twice the count of archers. Except for being a bit less maneuverable and zippy, they're flat out superior ships.

Shortly after the repairs complete, a Heavy Bune joins the fleet as well. These are slow ships that are best used to board and take over enemies. They're adequate at range, but slugging it out up close is what they're truly made for.

Group your ships together and have them sail toward a modest enemy fleet that's been discovered. Look at the powers available to your ships while you're on your way. The Bunes have a Warcry that demoralizes enemies. Use that once you get close enough to affect the targets.

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The enemy group consists of a Bow Ship and two Medium Bunes. Have your Bow Ship and Medium Bune gang up on one of the Mediums and let your Heavy Bune attempt to board the other Medium and the Bow Ship. Use Flaming Arrows as soon as possible and then relax as the slugfest ensues.

If an enemy separates from your Heavy Bune, hit "B" and try to board them again. The archers on the vessel won't last forever, so the Heavy Bune is eventually relegated to pure boarding duty.

When the effects from the first Warcry die down, have your other Bune use the ability. Check the vessels from time to time to see if any of their cooldowns have finished. If so, use more Flaming Arrows or Warcries. The battles often take some time. When the last of the three vessels is captured, destroyed, or chased off the map you win.

Advanced Naval Tutorial

The advanced naval tutorial lets you apply the skills you just learned in a much larger battle. Included in this fight are pretty much all the vessels that you'll be dealing with in even late-campaign naval warfare. It might seem like a bit much to handle, but victory is fairly easy to come by.

If the fight seems overwhelming in complexity, feel free to run this tutorial a few times. It makes much more sense once you're used to the different vessel types.

There isn't much lead up to this fight. The tutorial lets you deploy your ships, and then a massive fleet starts sailing toward you. You get to choose how to deploy and where to set the major portion of the fighting. You can try to exploit the shallows ahead or stay back in open water and let the enemies come all the way to you.

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Ships Under Your Command

Your fleet consists of the following vessels:

Ship	Melee Troops	Archers	Special Abilities	Function
Nihon Maru	200	80	Battle Speed, Encourage Fleet	Keep fleet morale high, all-purpose combat vessel
Nanban Trade Ship	200	100	N/A	Extremely long range attacker (Also has 20 gunners in its crew.)
Heavy Bune	90	40	Battle Speed, Warcry	Boarding vessel
Sengoku Bune	70	10	N/A	Agile boarding vessel
Medium Bune	35	55	Battle Speed, Warcry	All-purpose combat vessel
Siege Tower Bune	5	40	Battle Speed	Short range attacker
Matchlock Kobaya	5	30	Battle Speed	Medium range attacker
Fire Bomb Kobaya	5	25	Battle Speed	Mine Deployment
Bow Kobaya	5	30	Battle Speed, Flaming Arrows	Medium range attacker
Cannon Bune	8	18	Faster Rowing	Extremely long range attacker

All of these ships are useful, though some are much more powerful than others. Keep the Cannon Bune and Nanban Trade Ship far back. They don't have a good firing arc, so shooting from close range is dodgy. However, their range is so long that they can stay in a fight when nothing else can even shoot back. Screen your weaker ships with heavy boarding vessels. This prevents enemies from rushing your most vulnerable people. If they try, board them and enjoy the free kills!

While deploying, remember to use the Fire Bomb Kobaya to deploy deadly mines in areas where you think the enemy will sail. It's possible to drop the mines directly in front of the enemy's deployment zone. Another spot would be at the northern end of the area between the two islands.

The Authors' Battle

During our deployment, we put the Nihon Maru, Heavy and Medium Bunes, and Sengoku Bune in front. The other vessels were aligned behind them with the Nanban Trade Ship and Cannon Bune on the rear flanks.

We did end up putting the mines in the middle of the map (between the islands, slightly north of the center point). It worked like a charm. All of the mines were struck, dealing early damage to the incoming fleet.

Before the enemies got any farther, we aligned the Cannon Bune and the Nanban Trade Ship so that their firing arcs covered the passage to the north. With such long range, these side-firing vessels started hitting the enemies immediately.

The rest of our fleet waited for the enemies to approach, but the damage to the opponent's vessels was so extreme that roughly one-third of them never arrived. The others were nervous and banged up by the time they reached our side of the islands. All four of the boarding ships in our fleet were dispatched to bring down their bigger vessels, while the short-ranged ships in our fleet advanced to provide supporting fire.

The fight was over almost instantly. The Fire Bomb Kobaya was the only loss. In retrospect, it should have been left at the back entirely. The other ships in the fleet had things covered.

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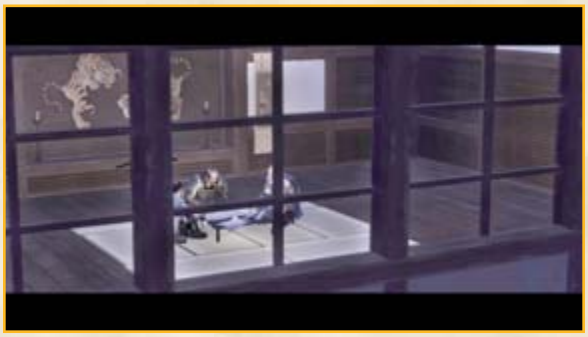
Chosokabe Campaign Tutorial

This final option teaches the basics of campaign play. The difficulty is set fairly low, but many aspects of a full campaign are integrated into the scenario.

In a normal campaign you get to choose between one of the nine most powerful clans in Japan. For the tutorial you are forced to play as the Chosokabe. That's not a bad thing; these guys are one of the easier clans to play. They start on a smaller island, limiting the number of enemies who are likely to attack them early in a game. They have a strong economy, even if you can't master the nuances of trade and diplomacy.

Turn 1



You only control one city at the beginning of the game, so your choices for the first turn are quite limited. The island around you is Shikoku Island. There are effectively five provinces on the island. You are now at the lower left side of the landmass. To the north is another clan, also an enemy of the Chosokabe. The people to the east are more distant, but they too will soon be foes.

You've already practiced several forms of movement. It shouldn't be hard to find your Daimyo (the leader of your clan). He's glowing yellow! Select him and right click on the flag of another Chosokabe army, to the left. This tells your Daimyo to join forces with the second army. Afterward, tell the combined force to enter the nearby city.

The advisor walks you through unit recruitment. Queue a single Yari Ashigaru for training. This unit will be available next turn. End your turn after doing this by clicking on the button in the lower right (or by pressing "Enter").

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Preparing an Army

Next, you need to increase the range of units that are available in this province. Look at the army tab and then go back to construction. They want you to start work on an Archery Dojo. These structures are needed to access higher-quality samurai archers. Because you're playing the Chosokabe, there are special samurai archers that are even better than usual. They'll be important in the times ahead.

The Archery Dojo requires two full turns to complete. You have no choice but to hurry through the next two turns. When you finish the Archery Dojo, recruit a Chosokabe Bow Samurai. The advisor walks you through tax changes afterward. Set the taxes to normal in your clan. Because you only control the province of Tosa, that's the only place you need to worry about. The color of the province goes green on the tax map when you reach normal, and that means that order is no longer a negative number. You will not trigger a rebellion.

Queue another Chosokabe Bow Samurai after spotting an enemy monk. The monk, by himself, isn't a threat. Monks can spread religion and either inspire allied armies or cause despair in rivals. They can also try to promote rebellion in a province.

This monk comes from the north. The Kono clan that trained him is your enemy and they are hostile to you already. When you end the turn, a rebel army appears. Is the monk related to this event? You probably know the answer already.

To Battle!

You need to deal with this rebel force as soon as possible. Click on the banner above Tosa, your city. This automatically selects all of the martial units within. Right click on the grey-flagged rebel army to order an attack.

Your force rushes to meet this threat, and a new screen appears. Before battle commences, you must make a choice. Retreating would be a foolish option because you just ordered this attack, and the numbers are mostly on your side. Instead, decide whether to autoresolve the sequence or take command personally.

Autoresolve: Fast But Costly

You save a huge amount of time by autoresolving battles. It's perfect for times when your army is on a roll and the forces in front of them are pitiful.

This battle is exactly the same as the first combat tutorial. If you already completed that, go ahead and autoresolve to skip ahead. Your army will win either way.

The Day After

March north with your army and attack the province of Iyo, home of the Kono clan. This requires a declaration of war. To move through any province that you don't control demands either war or a request for military access. The Kono are weak, and they only have one province. Take it from them and eradicate this clan.

Your army won't make it all the way to the capital of Iyo in one turn, but you can tell where you're going by looking at the unrevealed section of map. There is a city symbol in each province. Even before you've explored a region it's clear where your army must travel by looking for these icons. Click on a spot near the northern tip of Iyo.

End your turn and attack the capital next season. There are few defenders, so this is a battle that is better to autoresolve (unless you're eager for more combat!). Either way, your army rolls over the meager defensive force and grabs control of Iyo.

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The tutorial forces you to take the city peacefully. In a normal campaign you would be able to loot the city as an alternative to a peaceful victory. This nets your clan a huge amount of money in the short term, but there are several negative effects to worry about. Looting lowers your Daimyo's honor by one point. To make up for it, you must seek battles with your Daimyo and secure consistent victories. Retreat robs a general of honor. Victory grants more honor.

In addition, looting lowers the money-making potential of a province for quite some time. Buildings are damaged, and the income per turn of that area drops noticeably. If you expect to hold onto a province for a long time, the peaceful route is best.

Construction and Repairs

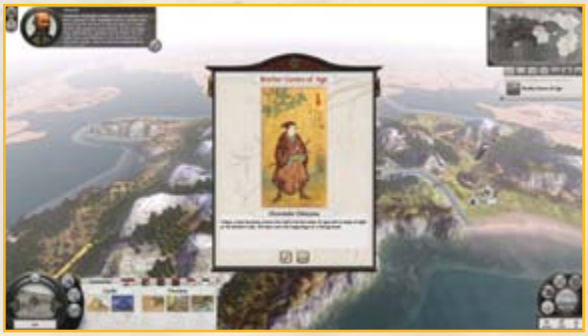
The capital is worse for wear after your fighting. Click on the city. Select the Sake Den from the buildings at the bottom of the screen. It's on fire, so pay to repair it (using the buttons to the left). Next, highlight the keep and click on the Stronghold beneath it. This starts construction for an upgraded defensive structure. You must wait a few seasons, but there are many martial perks for completing this project. The Stronghold yields more repression, faster acquisition of Bushido arts, more replenishment per turn, and better recruitment capacity.

- Repression counters population unhappiness and avoids rebellion in provinces that are overtaxed or poorly defended
- Bushido arts are learned over time; they give your army special bonuses and access to buildings that allow for recruiting better units
- Replenishment is the percentage of fresh troops that are given to a unit that has suffered casualties
- Recruitment capacity allows a city to recruit multiple units simultaneously

The Stronghold costs a decent amount of cash, but that's not all you need. Your clan requires more food if they are to stock that Stronghold. To compensate, upgrade a rice paddy in that province. You could normally do this from the city's construction menu, but the tutorial makes you click on the actual fields. There isn't a difference in the outcome, in case you were wondering. End the turn when this is complete.

A New General Comes of Age

Chikayasu, a brother of your Daimyo, comes of age at the beginning of the next turn. Sons and brothers of the Daimyo are automatically turned into generals when they grow up. Go into the clan management screen and look inside the Family and Council section. Select your Daimyo's brother and then look at the council positions at the bottom of the screen. All these positions are useful, but you have to choose the one that you like the most. Consider Commissioner of Finance because of its boost to the clan-wide tax rate. It's never bad to have more money, especially in the early game.



Next, wait for the Stronghold to complete. If you'd like, queue another unit in each of your provinces so that your army is increasing in size while the turns pass. Start out with a Yari Ashigaru or two up north and a single Chosokabe Bow Samurai down south.

After two turns pass, you are told to construct another building in Iyo. The new Stronghold expanded the size of the city, and that's why there is space to build more now! Building a Yari Drill Yard grants access to Chosokabe Bow Samurai in the south as well as Yari Samurai up north.

Once the new building is under construction, switch to recruitment and look at the buttons on the left. The shuriken icon lets you train a Ninja. Do this and then end the turn after your advisor finishes explaining his plans.

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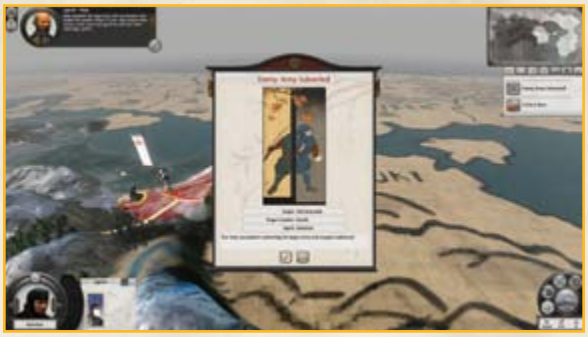
The Art of Stealth and Secrecy

Your Ninja is now usable. Click on this agent and send him east, into the province of Sanuki. This territory is held by the Sogo.

Have your Ninja advance into the army that's positioned near the border. This automatically pops up a list of actions that the Ninja can take against that group of soldiers. They don't have a leader, so assassination isn't an option. Instead, he can sabotage the group.

You get to consider the chance of success and the financial cost of the mission before choosing what to do. In this case, go for it! This tutorial lets you succeed every time you try. Don't get used to that. Ninja must work much harder in the real campaigns.



End your turn and take the Ninja into Sanuki next time. Sabotage the castle gates for some practice, and then look around the province to see what's there. It looks like that territory is quite valuable. The special quarry there offers stone and reduced building costs for its owner.

Learning About Each Province

Most provinces have something special in Shogun 2, and this isn't determined randomly. The more you play, the more you learn what to expect from key points on the map. Some places are especially good for training units. Others have resources that are highly valued.

Look at this carefully as you decide who to attack and what to conquer. Land is your greatest investment.

Test Your Sea Legs

Not wanting to be ignored, your advisor forces you to build a Bow Kobaya at your docks. This isn't a huge vessel, so they don't cost much money. Remember that ships must be constructed at ports. They don't show up in the city recruitment tab. Get that ship queued and end your turn.

Set sail when the ship is ready and sail to the red flag that your advisor puts down. You earn a free Trade Ship as a reward for doing this. Select the Trade Ship and right click on the yellow circle that's hovering out in the water. This is a trade area. Bring Trade Ships here and leave them in these special ports to accrue a massive amount of money (every turn!). The more Trade Ships you leave in the port, the more money you'll make. It's that easy, so long as no one comes to attack your vessels.

Bring the Bow Kobaya back to port when you're done. It can help to ferry your armies around the island.

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In the Mood for War

Having a third province would be nice about now. Use both of your cities to train a few more units. Consider a Yari Samurai from Iyo, and then several Yari Ashigaru from Tosa. Feel free to play around with your own favorite combination.

Once done, send these forces to meet at the crossroads north of Tosa and then march united into Sanuki. Siege the capital!

You can likely win this fight by autoresolving the conflict, but you should take on this one personally. It's a well-balanced fight and you can learn a great deal.

As for the fight itself, remember to split up and force your enemy to look at several angles at once. Consider hitting both side gatehouses and sending additional units to climb the walls after the gate attack begins. This allows the climbing forces to reach the top unopposed. After that, attack the tenshu directly and ignore the ongoing battle.

Having too many archers for a siege of this type is a weakness. That is why you should bolster your melee troops instead. This makes the assault on the gatehouses less costly!

Cross Your Fingers and Hope for Clear Weather

Attackers get to choose the conditions of the battle, within reason. You are given several chances to wait if the weather doesn't give you what you want. As a Chosokabe, it's often in your favor to wait for clear skies and low wind. If the sun is out, that's good for your archers. If you see gusts of wind blowing across the sky, wait for a while. Rain and high wind are the worst of all. They greatly limit archer capabilities.

In this case, you might want to opt for nasty weather instead. Being that you are the attacking force in a siege, the enemy archers are more likely to inflict high casualties.

In Search of New Friends and Foes

After your victory, send your Bow Kobaya east. The new flag is near Bitchu, a martial province that promises superb weapons or armor for the clan that controls it.

You meet several clans along the way. Your advisor shows how to initiate a trade request with the Matsuda clan. Bribe these people 1,000 coins to sweeten the pot. They'll jump at the opportunity. Though at first it stings to lose the money, remember that the trade will soon pay for itself.

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Over the next two turns you gain a few extra ships and can combine them with your Bow Kobaya. Enemies sail into view and attack, but this triggers a naval tutorial that you completed already.

In your victory you have won the day as well as access to another trade route. Look for the red dotted line to the east. This is a trade route that is being used by your enemies. You can find this out quickly by highlighting the line. It reads "Some Enemies," meaning that there is at least one participant that isn't a direct foe of yours. Raid the route anyway! Park your ships on the dotted line by right clicking on it. It's practically free money.

The Next Siege

Build a larger siege force over the next few turns. Repair the buildings in Sanuki to allow for training there as well. Join your armies and have the Ninja you made earlier merge with the force as well. Armies with a Ninja guide are able to move farther on the campaign map each turn.

Assault the province to the south. Awa is poorly guarded and makes for a trivial conquest. Take it as your own and rejoice in yet another success.

Access to character upgrades is given now. Look at your Daimyo and right click on his character portrait. You have two points to spend and can also choose your first retainer. Consider putting both points into Strategies, for the increased army movement rate. Assigning points into the leader's combative stats seems inferior, especially because you shouldn't risk the clan's Daimyo for almost any direct attack.

Bring your fleet over to the eastern side of the island, but don't pick up your army just yet. Take the province of Awaji before you leave the area. There is a tiny land bridge that makes this possible without the use of your ships. There aren't many troops protecting Awaji, so get to it! Afterward, board your vessels and attack the mainland, as your advisor suggests.

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Establish a Landing Point

Take the time needed to move your entire army over to Settsu. Siege their capital, but don't conquer it yet. Instead, sit back and let the turn pass. The enemy army is somewhat large, and this gives them a rough choice. If they wait, their province will fall in five turns. If they come out to fight, you can meet them in the open field (and get much more use out of your clan's skilled archers). It's win-win for you!

By the odds, they will meet you rather than die quietly. Command the battle personally and get ready for a slaughter. This will be much easier than assaulting a castle.

Set up your forces on high ground with defensive units in front and near your sides. Spearmen should feature heavily in this. Keep the cavalry back until you see an opening that allows them to do some real damage. Once your enemy exposes themselves even more, unleash the army and charge downhill into their midst.

Attack the castle now that there are only ragtag survivors inside. It won't be taxing fight now that you've done most of the work.

And So It Goes

You've seen what this tutorial has to offer. What remains is to hold ten provinces. You have six already. Now you need Bizen, Harima, Tamba, and Kawachi. You're free to take other territory as well, if it's vulnerable or fun to steal. Tamba, Harima, and Bizen should be easy to roll over. Use the training facilities at Settsu to recruit several powerful melee units.

Don't take too long to do this. The real campaign is even more exciting and doesn't force you to do anything one way or the other. You're free to explore, fight, trade, and manipulate to your heart's content.

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Military Units, Strategies, and Statistics Explained

With the proper foundation for controlling military units, you should be able to go through this chapter without any problems. Many concepts here are applicable to multiplayer and single-player battles. The issues that are specific to multiplayer combat are brought out toward the end of the guide.

Deployment

Deployment marks the beginning of most combat scenarios. There are historic battles that don't let you control the deployment of your military, but they are an exception.

Deployment is incredibly important for defensive forces because they often hold their ground and let the attackers come to them. As such, careful placement of all troops can make a huge difference in the outcome of the battle.

During deployment, both sides are able to use a portion of the map to put down any unit in their military. The game comes up with a basic layout ahead of time, but this is usually subpar. Think about how you want your units to encounter the enemy while deploying. Can you reach any high ground? Do you have enough room to get defensive forces in front of ranged troops and their leaders? What units do you want to use as morale breakers or to attack an enemy unit's flanks or rear? Where will your general(s) be the most effective?

Think about these things while getting everyone in position. The clock doesn't start ticking until battle begins, so you can place units, change your mind, toss them elsewhere, and see how it all looks.

Remember that unit placement isn't just about location. The facing of a unit is important too. Usually, units should be deployed in a way that faces routes that the enemy might take to reach them. You wouldn't want your people to get hit on their flanks or rear, right? So think about where your enemies are going to be and deploy accordingly.

If your units have abilities such as Bamboo Walls or Screens, deploy these defensive measures in areas with a wide field of view. You want your archers/matchlock units to have the best opportunities for free kills, and these defensive structures make it much easier for them to achieve that. Good spots for these deployable defenses are found at the top of hills that overlook the likely combat area.

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Weather

If you're the aggressor in a fight, your side gets to pick the conditions of the battlefield. You are given a quick view of the field and the weather. At that time, decide if you want to start deployment or wait. Waiting gives the weather a chance to change, but you can only wait as many as three times. Eventually, you are forced to play the field as is, so it's wise to take any conditions that are decent for the force that you have.

Clear weather is good for morale for both sides. It's excellent for ranged units, and it puts the attacking force at somewhat higher risk. This is especially the case with siege battles. Enemy archers can hammer your people throughout the fight.

Windy days are depicted by visible gusts above the battlefield. This won't get in the way of melee units, but archers lose accuracy. The side with more ranged units has the most to lose, whether attacking or defending.

Rainy conditions lower morale on both sides, prohibit the use of Flaming Arrows, and make it harder for ranged units in general. Anyone who is depending on their ranged units should avoid these days like the plague. Snow is much the same!

Ambushes

Armies that are hiding off the beaten path (on the campaign map) are sometimes able to ambush passing military forces. These battles allow the ambusher to deploy quite aggressively. Depending on the general, they might even be allowed to attack during the evening. These battles favor a more delicate hand. Make greater use of terrain for hiding units. This makes it much harder for the player on either side to see how you plan to strike at them.

Generals with a high rank in the Ambusher skill are extremely effective in defensive fighting. Keep these generals and their armies hidden inside woods beside a roughway. Choose a spot that is next to a well-traveled road and let your victims come to you.

During night ambushes, hide troops somewhat away from your main army and have some of your hardest hitting people wait for the enemies to expose their flanks or rear. Dismounted cavalry can be especially brutal here. Opponents expect to spot them at long range, not to have these troops remount and appear out of nowhere.

Terrain

Be mindful of the map you're given. Terrain plays a crucial factor in many battles. There are bonuses for fighting from the higher ground. Infantry love to charge downhill, and archers get the benefit of a clear line of sight for a large area beneath their position. For the enemy, it means a tiring slog to reach you. This delays their assault, giving your troops time to fire missile weapons, reposition, and fight back early units.

Avoid open ground when advancing on targets. Casualties from arrows and gunpowder weapons are highest when units are out in the open (as you would expect). Staying in forests will slow down your people, especially if they're mounted, but the protection of the trees is often worth the delay.

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River Fords and Bridges

Rivers are a particularly troubling terrain feature. They are often found on siege maps. Attackers are left with a tough choice: ford the rivers or bottle up on the bridges. Troops that are fording rivers move slowly and have no cover at all. They're desperately exposed to enemy missile attacks, and a defensive force on the far shore can make their life miserable as well.

However, an army that tries to cross a bridge will slow itself down even more. Defenders can block the other end of the bridge and murder the oncoming army with missile fire. This is even more dire if the defender has Fire Bomb Throwers.

For the best chance at a safe crossing, the attacker should use a mix of positions. Have some units use the bridges while others ford the river elsewhere. This divides the defender's attention. Use cavalry to break through bridge defensive forces; give them enough space to charge melee units, push back their targets, and make room for even more of your army. Have ranged units soften enemies from the far side of the river and wait for a clear chance to come across. If the defender tries to ford the river to get to the archers, you've turned the tables! Otherwise, they must suck up the losses or deploy a huge range of their own missile units. That's fine because the more units you draw out of a fort, the better a chance you have to win the day.

Deploying Attackers

Attackers frequently must cross ground before engaging their enemies. After all, they are likely to lose the encounter if they don't win in the time allotted for the battle. As such, the impetus is on them to close the gap.

Put down units in a way that keeps them well clustered for movement but still in a state that defensive units can stay at the front to protect their allies during a surprise attack along the way. Enemies may hurry to hide in the forests or use stealthy Kisho Ninja to ambush your most vulnerable people. Assume that such tricks are in play at all times; that way, you won't be startled when they occur.

Don't try to deploy in rough terrain or on hills unless they is a clear advantage to it. You're probably going to cross most of the field and give up any height advantages along the way. Deploying in nasty territory just makes your life harder.

Instead, look for a clear route toward the defender's position. Only seek protective cover once you're getting within firing range.

Ranks and Columns

Your units can be stretched out or pulled in by holding down the right mouse button before moving anyone. Understand that this has tactical value. A long line of troops can block attackers more easily. A tightly grouped unit can maneuver through battle to reach vulnerable targets in the rear.

In a similar way, look at combat and realize that not all of your people engage in melee during most fights. Unless flanked or enveloped, many of your people in the rear ranks of a unit will not be fighting. To destroy an enemy target as quickly as possible, expand the width of your frontline and have multiple units wrap around a target to engage as many foes as possible. This demoralizes a target and causes it to take losses at a faster rate.

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Setting Up the Defenders

Defenders have more fun during deployment, even if they don't have a defensive structure to occupy. Look for high ground and occupy that during, or soon after, deployment. If that isn't possible, find a place that allows your archers and infantry hide in forests. This makes it harder for enemies to judge the full strength of your military. It also protects the units from fast cavalry charges, allowing for more time to take advantage of missile troops.

Besieged

If there is a defensive structure in this battle, make exhaustive use of it. Archers can fire almost with impunity when they're up in a fort. Larger structures allow for melee units to line the lower walls while archers fire from higher above; it's a killzone that has few equals.

It might be tempting to station melee units outside, to protect the walls from enemy infantry. That's often unwise. Your melee units will be exposed to heavy missile fire. Then, they'll be swarmed by enemies, often from several sides. It's better to have everyone stay inside the defensive building unless specific units can accomplish greater good by hurrying into the fray.

If you select a ground unit, move the cursor toward the edge of a wall. Doing this allows you to assign a unit along the length of the wall. Archers can fire out in that way. Melee units guard the wall from climbers (and can repel vastly superior forces by doing so). Even a unit of archers can kill climbing attackers without too much trouble.

A Few Helpful Tips

Fortification walls give archers roughly 50% cover. This reduces casualties considerably! Don't let enemies group around your tower. They can capture towers and turn their missile fire against you.

Fire Bomb Throwers won't take up much space on the walls, but they demoralize enemies and kill them in fair numbers (especially for such a small unit).

Line up offensive infantry behind your missile units. Have the missile units set to Skirmish Mode so that they retreat when enemies climb the walls, allowing your melee unit to take out attackers instead.

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Never leave sections of wall unguarded if enemies are close by; similarly, station melee units behind your gatehouses. These can be sabotaged before battle, destroyed by siege weapons, or burned through by attackers. Assume that the gatehouses on the lowest tier of your building will be breached and have someone there to stem the tide.

The Sacrificial Lamb

Heed the previous warning about placing melee units outside of your fort unless they're on a mission. The following is an example of what you can do with your melee units.

Send a lone unit of Yari Ashigaru outside of your fort while the enemies are moving into position. The Yari Ashigaru should be covered by at least two full units of archers back at the walls. Put the spearmen in a Spear Wall formation, preferably on a side of the fort that has incoming cavalry, generals, or swordsmen. All of these high-value targets can choose to ignore your sacrifice and leave their flanks exposed. If so, charge and let your unit go down while killing much more expensive targets.

If the enemy takes the bait, use Flaming Arrows from your archers and lay waste to the expensive troops as they take the time to clear out your Yari Ashigaru. Have your general stay in the fort and use Stand and Fight, if possible. If you don't have that ability, use Inspire instead. That gives the spearmen more time to hold their ground.

Unit Movement

It's natural to get excited during a battle. You're having a good time, and the fighting is fun to watch. However, you must keep a certain amount of enthusiasm in check. Don't speed up the battle during movement unless the armies are far apart. Once the two sides get within sight of each other, you need to focus on precision in your movements.

For example, an impatient leader might tell everyone in their army to move forward. This damages ranks and the position of the units and leads to considerable chaos. A patient leader orders units one at a time or in small groups that have a similar purpose and formation.

Don't hesitate to give precise orders to every target in your order. Think about what each unit should be doing and do everything in your power to help them achieve these goals.

For example, assume that there are enemy Yari Ashigaru moving toward your army. You see five units of them spread out in a rough line. Don't grab all your attackers and right click on one of the enemy units. That's a nightmare because your people will focus on only that target and expose themselves to the other Ashigaru. Instead, pick a strong unit for each of the incoming enemies and order those forces to charge the individual Yari Ashigaru. Meanwhile, have any spare forces march away from the fighting and off to the sides. When they get there, have them charge the exposed flanks of the Yari Ashigaru.

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Enemies don't care that much if they are hit from the front by two units at once. The enemies are getting in each other's way. As long as the defending unit's flanks are secure, they're pretty happy. However, they'll lose morale at a rapid pace if attacked from different sides. The extra few seconds of setup time by your flanking units can win an entire battle. If one enemy unit routs quickly, that frees your attackers there to help out with another part of the battle. This triggers a second rout, and then another, and continues to build. Generals can lose you a battle. Your troops are the ones who have the chance to win it. Make every move count!

March or Run

There really is an art in knowing when to move normally and when to have your units run. If you order units to run all the time, you get where you're going quickly. However, your exhausted units stink at fighting and get their rumps kicked from here to Kyoto. Think about this before double clicking to trigger run mode.

What Justifies the Order to Run

- An enemy unit within close attack range
- Attempting to avoid combat with a nearby target
- Dire need for that unit elsewhere on the battlefield
- Chasing down defeated units fleeing from the lost battle

Don't run just because you're catching a little bit of missile fire. Unless you're close to cover, it's better to take a few losses and keep your troops focused and decently rested.

Uncatchable

Light Cavalry are excellent runners, so keep them in mind when you want to harass a large enemy force. Flank the army with your Light Cavalry and look for ways to get around to their juicy missile units or an exposed general. Good kills to be had, right?

If the enemy deploys spearmen to stop you, just dance away from them and lure the unit away from the battle. You can charge around them later and hurry back to the fighting. It's going to take them much longer to make it home.

Otherwise, get your free hit against an exposed target. It's a win-win situation, and that's exactly what Light Cavalry are made to do.

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Looking up unit statistics is all well and good, but you should know what everything does before you put too much stock in the raw numbers.

Combat Statistics

Recruitment Cost

This is the initial cost in Koku for recruiting a unit. The sum is immediately withdrawn from your clan's funds even if that unit will take multiple seasons to train. This is a one-time fee and has no bearing on the upkeep of that unit. Note that you can get your money back, in full, by canceling the training of that unit.

Upkeep Cost

Each turn, your clan has to spend a unit's Upkeep Cost in Koku. In many ways, this sum is even more important when deciding if you can afford a unit. Recruitment is something that you can save up for, but Upkeep can break the bank in the long run. Having too many units with high values in this makes your economy go stagnant. It's harder to afford infrastructure upgrades, and thus you can't get even more money to spend.

Melee Attack

Melee Attack is the measure of a unit's close-range offensive potential. A comparatively high value in this means that the unit is more deadly when they engage a target. This does not imply that the unit has long-term survivability in melee.

Charge Bonus

Charge Bonus is NOT restricted to mounted units. On the contrary, just about any unit that is allowed to engage in melee can benefit from running into their enemies at full speed. The Charge Bonus is a short-term boost to Melee Attack during the initial moment of impact. It is most profound for cavalry, but notable infantry units like No-Dachi excel at this too.

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Bonus Vs. Cavalry

Cavalry are extremely hard to kill. They are fast and well armoured, and they can be quite a pain in the neck. Units with a high Bonus Vs. Cavalry have a much higher Melee Attack when fighting mounted units. This is normally the area of expertise for Yari users. It is also doable for Naginata troops.

Range

Missile units have this stat as a way of letting you know the maximum distance for their attacks.

Accuracy

This ranged statistic tells you have often these attackers hit their intended targets at range. A higher value helps substantially in rough weather, in hitting moving targets, and in avoiding friendly fire casualties.

Reloading Skill

Reloading Skill determines the speed at which ranged units reload and prepare for continued shots. This statistic is extremely important. For siege warfare, Accuracy is better because the fights are longer and each shot needs to count. In a field battle, Reloading Skill is king because there is so little time to empty your quiver/ammo pouch. The more attacks these units make before being engaged, the more likely they are to score kills and harass enemy units.

Ammunition

Ammunition tells you how many times each member of a unit can use their ranged weapon.

Melee Defence

Melee Defence judges the survivability of the unit against direct attack. This is an extremely important stat for gauging the casualties taken over time in a close-range fight.

Armour

Armour is the best way to tell how many casualties a unit will take from missile fire. It is also involved in melee combat, but it is the sole stat that influences survival from missile hits.

Morale

Morale is the base strength of a unit's honour and courage. The higher a number here, the more likely it is for that unit to endure casualties, flank attacks, or the loss of a general without routing from battle. High Morale units are extremely useful for attacks that are made without the benefit of a general nearby.

Speed

The core movement rate of a unit is shown by their Speed.

Fatigue

Fatigue is not listed in a unit's statistics. Instead, it is only used during the course of a battle. Highlight the banner of any unit to see how it is doing currently. Fresh troops are the best in combat. Once they tire from fighting or moving, their combat capabilities diminish. This is worse when they're very tired. Once exhausted, there is a rising chance that the unit will simply stop moving and stand in place. They'll be sitting ducks for any enemies that stumble onto them.

To limit Fatigue in longer battles, cycle your units. Have people move to the rear lines after they've started to tire and replace them on the front line with units that haven't engaged in direct combat yet.

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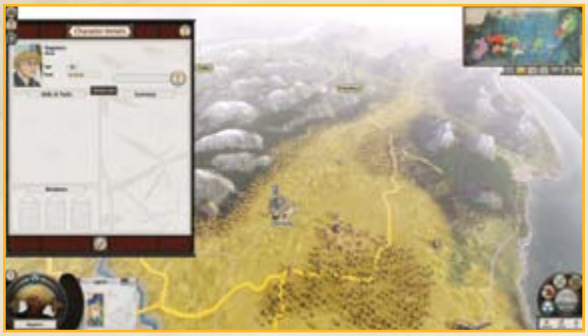
Number of Troops

Something obvious to which you should pay attention is the number of troops in a given unit. This varies due to casualties sustained over a campaign, but even at full strength there are huge differences between the groups. For example, Yari Ashigaru units are humongous. They have so many people that they can fill up a hillside. Cavalry units, on the other hand, are tiny in comparison.

A unit with great equipment, noteworthy experience, and a good general still can fall if they are outnumbered badly enough. Watch troops on the field for lagging Morale, but also look at their population to make sure that they have enough people left to sustain themselves.

Ranks of Experience



Every unit in your army has its own unique experience value. This is influenced by any creation bonuses, clan traits, special buildings, and combat victories of the troops in that unit. There are nine ranks of experience, and you can sometimes get freshly recruited people straight to fairly high ranks.

Experience provides bonuses to many combat stats. Experienced units are harder to rout, harder to kill, and able to bring down enemies faster than their lesser counterparts.

Existing units gain experience each time they fight. They lose experience if they accept too many reinforcements from a unit with inferior experience. To avoid this, periodically give the veterans time to rest in a province that you or an ally control. Natural replenishment does not harm unit experience.

To Learn From One's Elders

If a veteran unit has taken only moderate casualties, you can reinforce that unit immediately without any problems. For example, you might have a Bow Ashigaru unit with four ranks of experience. They normally have 120 members in their group. After a fight, you see that they've lost 30 people.

To respond, you take a rookie unit of Bow Ashigaru and drag it over your veterans. Suddenly, the rookie unit has 90 people and the veteran unit has 120 again, but it's still at rank four.

Unless you add more than half of a unit's people in the same turn, their rank will not decrease. If you don't have time for natural replenishment and expect more fighting, gut your rookie units to reinforce as many veterans as possible.

Recruitment Bonuses

Some provinces or specific buildings can grant bonuses to units that are created within their area of influence. These bonuses are above and beyond any perks for experience. For example, a province with a Blacksmith provides +1 Melee Attack and Armour for Samurai that are trained there. These bonuses are identified by small icons in the upper left portion of the unit's card.

Dedicate specific provinces toward the creation of superior military units. In the long run this isn't much more expensive, and the end results are devastating on the field of battle.

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Innate Attributes

Units may have innate powers that do not need to be activated to be in use.

Attribute	Description
Stalk	Stalking units can walk through terrain while remaining hidden.
Snipe	These units can fire their weapons while remaining hidden.
Mount/ Dismount	Some types of cavalry units can dismount and leave their horses behind. They can subsequently return to their horses later and remount (unless the horses are chased off by attackers). This is useful for hiding in forests or for ambushing Yari-users.
Hide (Woodland)	Units with this attribute can hide in woods and forests.
Hide (Scrub)	Units with this attribute can hide in scrubland and deep vegetation.

Attribute	Description
Hide (Long Grass)	Units with this attribute can hide in long grass.
Immune to Attrition	These units won't lose members due to attrition (during the winter seasons or for being away from coastal waters).
Disciplined	Gives the unit superior Morale, making it much harder to rout them.
Inspire	These units raise the Morale of surrounding allies.
Resistant to Fatigue	It takes more combat or movement to tire units with this attribute.
Climb Fast	Units of this type can scale walls very quickly.

Unit Special Abilities

Units with active special abilities can use their talents to gain an edge in battle. Many of these abilities grant bonuses to attacks or special means of defending themselves.

Very few abilities can be used with impunity. Instead, these powers initiate a timer once you use them. This timer is called a cooldown. You can't have the same unit use their abilities again until the cooldown is complete (and the icon of the ability is relit).

Stealth

The Stealth special ability is normally used by Kisho Ninja units. In multiplayer it can also be unlocked by some high-level veteran units.

A Kisho Ninja ability that masks the actions of the unit for a short time. If the unit attacks a target while still under the effect of Stealth, the enemies will suffer massive casualties in the first round of battle.

The Stealth special ability allows you to run whilst hidden, which units cannot normally do, allow you to perform lighting-fast attacks that your opponent will not be expecting. It also allows units to hide where they cannot normally do so, allowing units to use the ability to cross open ground or exposed areas without revealing themselves.

Bamboo Wall

Bamboo Walls can be placed by most matchlock units in defensive battles. Used in the deployment phase, these barricades are erected to allow gunpowder units to protect themselves. Enemies can't charge through the walls, and the gunners get to continue firing while the enemies maneuver around the obstacles. These walls do not aid against enemy missile weapons.

Place Bamboo Walls when you plan on playing defensively. They can help create a strong defensive position, especially against armies heavy on melee units and cavalry.

Banzai!

No-Dachi Samurai units gain this special ability through Mastery of the Arts in the campaign game. In multiplayer it can also be unlocked by some veteran units.

Banzai allows aggressive units to close ground quickly and deliver a devastating charge to the enemy. Because it makes the unit temporarily unbreakable it can be used to mitigate the effects of withering ranged damage or special abilities that might cause the unit to rout.

Battle Speed

This ability allows a naval unit to move faster for a short period. This benefit cannot be combined with Faster Rowing (a more powerful speed-boosting ability).

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Blinding Grenades

Kisho Ninjas gain the Blinding Grenades through Mastery of the Arts in the campaign game. In multiplayer it can also be unlocked by some high-level veteran units.

This is a special attack for Kisho Ninja that lowers an enemy unit's Melee Attack, Accuracy, and Movement for a short time. Use this to either escape from targets or to cripple them before an attack. If enemy units are close together, the effects from this ability can hamper multiple targets.

Burning Buildings

This is an attack used against gate houses, special buildings, or other civilian structures. This tells your forces to throw torches at the building until it catches fire and burns down.

Faster Rowing

This ability allows a naval ship to move at very high speed for a short burst. Use this to escape from short-range enemy attackers and to board vessels.

Fire Arrows

Fire Arrows are gained by bow units through Mastery of the Arts in the campaign game. In multiplayer it can also be unlocked by some veteran units.

This attack is available to archers on the land and high sea. For the next volley, the archers each fire a lit arrow at their target. Damage is higher for the attack, and objects struck have a chance to burst into flame. This is extremely lethal to ships. Several volleys of this type can cripple even a massive battleship, causing its myriad crew to leap into the water (making them combat casualties).

On the land this attack is used to deal higher casualties, damage buildings, and to quickly eliminate high-value targets. Generals that aren't moving around, tightly-packed units, and expensive heroes and samurai all make good targets.

Increased Range

Increased Range is utilized by Matchlock Warrior Monks. In multiplayer it can also be unlocked by some high-level veteran units.

Despite its humble name, this ability is potent. Stronger gunpowder units use it to improve their Range and Accuracy for a short time. Use it when enemies are just beyond the edge of your units' natural area of attack. This sets up a deadly first strike and gets the cooldown started as soon as possible.

Inspire

Generals have this ability. Use it to provide offensive bonuses to a single unit that is stuck in an important fight. The effects don't last for too long, so wait until the enemies are in range (whether you're dealing with a missile unit or a melee attacker). Inspire raises Accuracy and Melee Attack, so it's good for any target that you'd like to assist.

Encourage

Battleships (O Ataka Bune/Nihon Maru) use this to assist allied vessels that are nearby. Affected ships get an increase to their Melee Attack, Melee Defence, Reloading Skill, and Accuracy. Save this for a critical moment when as many of your ships as possible are engaged in an attack.

Kisho Training

Hattori Ashigaru, foot samurai, and Kisho Ninja can deploy anywhere on the field (except in the enemy deployment zone or in front of the enemy's general). Regardless of cover, these units stay hidden until they move or attack. It's a powerful way to launch ambushes against the enemy leadership or their vulnerable units.

Mines

Mines are placed during naval deployment or are dropped by Fire Bomb Kobayas as they sail around the map. These mines will detonate when anything shoots them or gets too close to their location. This includes vessels from either side, so be wary of the bobbing perils. Look for signs of disturbance in the water to spot them as quickly as possible.

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Regroup Position

Generals assign a location within their area of influence to be the regroup point. That's where routed units or reinforcements gather. Shattered units are too scared to come back, but anything that rallies will come back as soon as they get a hold of themselves.

This position must be relatively safe. You don't want already shaky units to be thrown into combat before they regain their bearings.

Ranked Fire

Gunpowder units use this formation to increase their firing abilities. It allows multiple ranks to fire by having the people in the front kneel down. Use it to improve the killing rate of a matchlock unit once it's in position.

Rapid Volley

Warrior Monks with matchlock weapons use this ability to fire rapidly at a single target for a short time. Use this on extremely dangerous enemy units to damage their morale, especially if you time it so that the volley hits right before a melee unit charges the victims.

Screens

Archers set up these defensive obstacles at the beginning of combat. They cannot be moved, so its prime use is for field battles where your archers are on the defensive. Enemy units have to move around the screens, and these also provide a fair amount of defense against direct missile fire.

Second Wind

Great Guard cavalry can restore some of their stamina using this ability. It also improves the Fatigue rating for up to three allied units that are nearby. Keep Great Guard in a packet of fast units to pursue fleeing enemies or to cross the field at high speed without losing as much combat potential.

Rapid Advance

Yari Samurai can briefly ignore Fatigue and charge with a major bonus to their attack using this ability. It's a great way to counter the savage rush of incoming enemy cavalry, and it's wonderful against foot troops as well.

Stand and Fight

Generals that invest skill points in their infantry techniques learn this ability. Using it deploys the general's unit in place. They can't move without turning off Stand and Fight, nor can the general use other abilities while Stand and Fight is active. Despite these sacrifices, Stand and Fight is amazingly powerful because it extends the general's command radius by a huge percentage. A single leader can cover an entire castle! If you bring a second general to Rally and Inspire, the combination is almost unbeatable.

Hold Firm

Heroic units use Hold Firm to stop any Morale loss for a short time and to raise the defensive capabilities of their unit and up to three nearby allied units. Spear walls of Yari users can be made almost impenetrable in this manner.

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Swooping Crane

Swooping Crane is gained by Bow Cavalry through Mastery of the Arts in the campaign game, or by obtaining veteran skills in multiplayer.

Bow Cavalry can fire at multiple targets in several directions when Swooping Crane is active. This causes a drain in stamina while active, but it allows the unit to keep constant pressure on enemies in the area. A single Bow Cavalry can become so disruptive that the enemy might use many units to try and stop them. This is a victory because it allows the Bow Cavalry to pull enemies away from the core of the enemy force.

Multiple groups of enemy infantry or other weak units are especially vulnerable to this technique.

War Cry

Warrior Monks, heroic units, and certain naval vessels have this power. It allows the unit to demoralize the enemy temporarily, reducing the target's Movement, Morale, and Defence. This affects all enemies within hearing range. It's an ideal ability to use before a major charge/assault. It leaves the targets vulnerable to increased damage, and they are less likely to escape because they can't move quickly.

Whistling Arrows

Whistling Arrows are used by Bow Warrior Monks and the Bow Hero. In multiplayer it can also be unlocked by some veteran units.

When used, this attack targets an enemy unit and reduces its Melee Attack, Reloading Skill, and Morale for a short time. As such, it's good against both melee and ranged units. Any powerful enemy target is worth hitting with Whistling Arrows, but one that's near the breaking point is ideal!

The best use for Whistling Arrows is to fire it over a large number of enemy units, increasing the number of affected targets. However it is also useful for sniping and weakening high-value targets so another unit can jump in and overpower them.

Yari Square

Yari users that learn this ability can form a defensive square that is almost undefeatable by enemy cavalry. This gives the Yari users a Morale boost, though they pack in so tightly that enemy archers, gunmen, and siege weapons can have a field day.

Yari Wall

This ability focuses all defensive aspects of a Yari unit toward their front ranks. It tightens the lines and makes any frontal assault less effective. This is doubly the case against enemy cavalry. Watch out for flanking attacks, because those are more effective against Yari users. A long line of similar units can use this simultaneously to make it harder for an enemy army to break through. There should be only two or three ranks of spearmen, and extend the line as far as you can. This makes it hard to flank the troops. It also encourages the enemy to hit the center and leave a unit or two unengaged. These Yari users can then collapse onto the flanks of the enemies, savaging them in the process.

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Generals are one of your most important assets on the battlefield. Armies without a general start with reduced Morale, and they can't sustain as much punishment as a result. If at all possible, keep one general with every major force in your clan. Using brothers and the male children of the Daimyo are not often enough. Be willing to recruit generals when the opportunities arise (these events are random but not entirely rare).

Also, you can get a new general periodically if an army under your command wins a battle while leaderless. A soldier might distinguish themselves enough to justify a promotion. This too is a good event and should be embraced.

General Abilities and Bonuses

Simply having a general on the field is a Morale booster. Your units start the fight with full Morale bars. You can tell this by looking on top of everyone's banners. The bar there shows their Morale.

Units that stay within the general's command radius are even more confident. They'll resist negative Morale events more easily because of their leader's presence. To ensure that this affects as many of your units as possible, leave the general near (but behind) the front lines of your army. This is the area where Morale is often the most important. If frontline units break, they take the Morale of many surrounding allies with them. Avoid this at all cost.

In addition, all generals can use Rally every few minutes. Rally raises the Morale of all nearby units and dramatically raises the chance that a routing unit will turn around and return to the battle (if they're still close by). Save Rally for a moment when your lines are wavering and watch the men buckle down. It's a battle-changing ability. Time it well and see how much of a difference it makes.

Generals are also able to Inspire units periodically. Inspire targets an individual unit and makes that group fight harder with an enhanced Melee Attack and Accuracy. Make your hardest fighting unit perform at its best once it has engaged with the enemy. Wait until the unit in question is fully engulfed in targets or has a good opportunity for an attack. You won't be disappointed.

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The Great Weakness

Don't use generals for serious combat. They're fine for running down fleeing troops, and that's a good way for the bodyguards to get some combat experience. However, it's just reckless to send a general up against serious enemies. Unless you really know what you're doing, keep generals back until late in the battle, when targets expose their flanks and rear. Even then, watch the unit's population carefully. If the bodyguards start taking serious casualties, pull back!

The loss of a general is serious for several reasons. A fallen general loses your clan years of experience. Generals can turn the tide of major battles, so that's a big deal unto itself. Most importantly, a fallen general demoralizes every ally on the field. The Morale hit is instant and severe. Your soldiers will be much easier to rout. One unit's flight can turn into a full rout for your army. It happens!

Protect your leader and watch for opportunities to rob the enemies of their commanders. Let your cavalry stay out at the sides of an early battle. While unengaged, your cavalry has myriad options. They can hit archers, attack the main enemy lines from the rear, or see a chance to skunk the general. Sometimes people/AIs let their general wander around in back, exposed to whatever might come along. Even one or two units of Light Cavalry will be able to kill an exposed target like that. Unless you think it's a trap, go for the assassination run. Charge in, hit the general, and pull back if too many enemy units turn on your horsemen.

If an enemy general runs off, that hurts his force. If the general dies, it's even worse. This gambit pays off frequently. At worst, you're down a few basic cavalry units. They're expendable. Generals aren't.

THEY KILLED WHO?!?!

Be careful of using Autoresolve when a general has a badly wounded unit of bodyguards. Autoresolve throws all units into direct combat, so a general with five or six bodyguards is likely to end up as a combat casualty! Give your general's unit time to rest and replenish from time to time, or engage in battles directly to ensure that you keep your beloved leader out of harm's way.

Courage in the Face of Danger

Generals that invest on the right side of their skill tree learn many different tricks to improve their survivability (and that of their bodyguards). If you want a leader who can charge into the thick of things, this is where you should allocate the lion's share of your points.

Armies with two generals benefit from having one person lead the army and the other specialize in combat. Even if you gain a few ranks with your tougher general, watch their bodyguards' status closely. Pull back from combat that is going on for too long. Even brave men should have their limits!

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The following section provides unit-specific strategies and tactics. The more you understand the function of each unit, the better you're able to deploy these troops and make the most out of them.

Spearmen and Naginata

Form a line. Hold the line. Spearmen are the backbone of the army.

Yari Ashigaru are the best bang for your Koku in the early game. They're a perfect unit for creating defensive lines, protecting fort walls, and soaking enemy missile fire. They're cheap to recruit and have little maintenance, and you won't cry for long if you lose a few of them. The Oda clan has particularly savage and effective Ashigaru, but everyone is going to use them.

Yari Ashigaru are the best garrison troops in the game. If you're just stacking units on a city to keep it from revolting, Yari Ashigaru are wonderful. They don't break the bank, you can use them elsewhere when the province is happier, and the upkeep is so low that your maintenance costs won't surpass the value of having the disruptive province. It's win-win.

In battle, Yari Ashigaru are the people you deploy at the front of your army. A huge line of these melee troops ensures that enemies can't easily fire at your better units or charge them without doing heavy fighting first. Let your heavier killers sit behind the line and wait for opportunities to outflank enemies or charge their ideal targets.

Yari Samurai are much more expensive, but they are a pure upgrade on the Yari Ashigaru model. Though they have a slightly smaller unit, the Yari Ashigaru fight like lions. They obliterate cavalry with few casualties. They're good against archers (not great, but reliable), and you can trust them to take high casualties without running. However, they are vulnerable to enemy swordsmen. Keep missile units near your Yari Samurai to soften approaching sword units. Cavalry serves this function well too, though they should wait until after the Yari Samurai engage the sword unit.

Naginata units are interesting because they aren't a flat-out upgrade on the Yari model. Naginata troops are heavy infantry. They take massive archer fire to bring down, and they're just generally hard to kill. However, they aren't the anti-cavalry stalwarts that the Yari Samurai are. They're just good against cavalry.

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Swordsmen

Wait for the moment of distraction. When it's time to kill, don't hesitate.

Swordsmen are thought of as major frontliners by many people who are used to European military forces throughout history. Try to break yourself out of that if you have such a leaning. Instead, picture swordsmen as a cleanup crew. The spear units take hits and create a frontline. The swordsmen are there to roll up enemy units and get them running. If you leave the swordsmen out in front, they take very high casualties and cost a huge amount to maintain.

Katana Samurai are the basic sword units of the game. They have a fairly large unit and can eat Yari Ashigaru for breakfast. They're also a great choice for killing Yari Samurai and Naginata Samurai. Charge your Katana Samurai out and to the sides of engaged targets. When they're in position (and not before), charge into the enemy side and watch them melt.

No-Dachi Samurai take this even farther. They wear practically no armour and can die en masse to archers. However, they crash into melee targets like the fist of an angry god. Even without using Banzai they're like a cavalry unit. With Banzai it's just sick to watch (and it's fun for you)!

Archers

The longer the fight, the more fierce they become.

Archers are never going to be glamorous in warfare. Outside of Crécy and Agincourt, these guys usually don't get much respect. Ignore that because it's not your problem. As a leader, you only need to think about what is effective. In a short fight, archers don't have time to pay for themselves. They worthless if directly engaged by practically anything, and their ranged kills are modest when they only get a few volleys.

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Instead, archers shine in a long fight. Keep enemies tied up with a long, brutal spear line. Meanwhile, the archers get time to fire again and again, taking more and more enemies without the problems of Fatigue or heavy losses to slow them.

In siege battles this gets even more lopsided. Archers use the walls to protect themselves from return fire. They get to shoot constantly and make the long minutes of each siege battle cost the attacker.

Bow Ashigaru can barely hit the broad side of a barn, but they come in huge numbers. Avoid all melee combat, stay behind your spear line (or up in a fort), and enjoy the free kills. That's what they're for, and it's all they can do.

Bow Samurai are able to fight back if attacked, but they're fairly hopeless in melee. Their improved Accuracy is what makes these archers worthwhile. They tax the enemy at a usurious rate.

Provinces with Encampments that upgrade into Hunting Lodges are the perfect place to train all archers. Combine this with a Fletchers/Master Bowmaker and you get some of the best anti-siege troops in the game. You won't even need Bow Heroes to knock down your enemies.

When you have the choice, have archers attack the most expensive units on the field. Arrows can't pierce heavy armour especially well, but it only takes that one golden arrow to kill an enemy general. Archers are happiest to thin the ranks of swordsmen, but any vital target will suffice.

Matchlock units function in a similar way to archers. They hit harder, but it's just as important to ensure that they're properly defended. Left without a screen of troops, these strong gunners are quickly engaged and routed.

Matchlock gunners are especially wonderful along castle walls. Their slow reloading is more than made up for by their high kill counts.

Cavalry

The threat of destruction keeps your enemy honest. Only a fool fails to protect his assets.

Cavalry combine speed and massive offensive potential. They're not the most dominant unit in prolonged battle, but that's not their role. Use your cavalry to watch the battle from a slight distance to either side. If you have the Wedge formation, leave them in that and be ready to charge when you see the enemy make a mistake.

For example, a force that leaves multiple units of ranged troops without defenders–that deserves a massacre! Charge into the archers and watch them splinter in almost no time. The rout costs you little and damages enemy Morale while getting some of its people killed. If you find an enemy general wandering off on his own, kill him at your leisure.

Perhaps the other force sent all its melee units into battle and left nothing in reserve. Charge from the rear and see how the enemy units react. Odds are they'll ditch and leave your cavalry and a newly freed melee unit to engage more targets.

Don't think of cavalry as a rank-and-file attack force. They're too few in number for that, and once engaged they lose most of their shock value. Try to spot flashpoints where your cavalry can change the battle with just a few moments of fighting.

Another method is to lure enemies away from the core of their force. Have a cavalry unit set up for a charge and then back off. This unsettles most commanders. They'll be tempted to send people after your cavalry. Lead them away. As long as you're stealing attention and units from the other side, your cavalry is doing its job.

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Light Cavalry are fast as lightning. They're some of the best archer/matchlock cleaners in the game. Though they lose more people and don't kill as well as heavier cavalry, their speed is such that the ranged units score fewer hits and end up routed without much delay.

Light Cavalry are also wonderful for chasing down routed enemies. Have a Light Cavalry unit stay out of battle the entire time, and only bring them to bear as the enemies start to flee. Refuse to end battle when prompted, and use the extra time to kill everything in sight. Have generals and other cavalry join in the fun.

Bow Cavalry aren't great killers, but they're an effective annoyer. Have them dance around the back of the enemy lines. Shoot at their general, lure units away, and tempt the other leader to break formation.

Yari Cavalry are for use against enemy units. Have them charge cavalry that are getting too close to your lines. Feel free to back off if the enemies retreat. Have the Yari Cavalry guard your army and be content with that. If no other horsemen are present, use the Yari Cavalry for hit-and-run attacks. Enjoy the casualties from their initial charge and then pull back before the unit is embroiled in prolonged melee action.

Katana Cavalry are better for long attacks. Have them eat archers, matchlock units or generals or hit vital enemies in the rear even if they're suboptimal (e.g., Naginata Samurai or Yari Ashigaru).

Siege and Special Units

Siege weapons damage gates and buildings, but they're rarely big troop killers. Fire Bomb Throwers and Fire Rockets can move around the field and stay active. When enemies are especially massed, these units can be quite deadly.

Fire Projecting Mangonels and Europeans Cannons are not mobile after deployment, and even under the best of conditions they are not there for the kill tally. Instead, they wreak havoc on enemy Morale and break through defenses.

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How to Use Naval Units

Naval battles are less frequent than land-based conflicts in Shogun 2. However, troop movement and trade wars both take place on the sea, and you won't want to give up either of these methods for victory. Thus, you must learn how to fight on the water as well as on the land.

Cannon Ships

Cannon Bunes aren't big, but they have a huge amount of punch. Use their broadside attacks to hit enemies from massive range, and then retreat if anything starts getting too close to your ship. Stay near islands that you can slip around to possibly delay oncoming ships, buying you time to flee without giving them a chance to return fire.

Galleons

Nanban Trade Ships and the Black Ship are also cannon based. These fire broadside and do unparalleled damage to ships. Even if something gets close, these vessels can defend themselves from boarders with considerable skill. Only a swarm of vessels can be depended on for victory against these brutes.

Heavy Ships

Heavy Bunes, O Ataka Bunes, and the Nihon Maru are all boarding vessels. They have superior hull strength and some archers. However, their ability to grab heavy and medium ships and take them over is what wins battles. Avoid swarms of small, fast vessels. These are your bane!

Light Ships

Bow Kobayas are surprisingly adept at killing large vessels. You need several of the little guys working together, but the Flaming Arrows of their archers eventually set the bigger ships alight. Use larger vessels of your own to distract the targets as they're being pummeled.

Fire Bomb Kobayas and Matchlock Kobayas are situational. Fire Bomb Kobayas lay their mines and can damage heavy ships fairly well if the placement is perfect. However, this takes a keen eye and some serious practice. Matchlock Kobayas deal considerable ranged damage, but there isn't much about them that's special.

Medium Ships

Medium Bunes offer solid ranged attacks with the ability to board small vessels. They're quite flexible. Stay away from large vessels and pelt them with arrows. Close on weaker ones.

Sengoku Bunes are fast and should hunt down small vessels with impunity.

Trade Vessels

Keep these fellows outside of combat unless you really need the extra support of a few more archers.

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Mastering The Shogun Campaign

Though campaigns aren't the only type of gameplay in Shogun 2, they are especially exciting because they draw together all other elements within the game itself. You get to engage in large battles (both on the ground and on the sea). You can even allow other players to stand in for the AI periodically through the drop-in system.

Thus, there are many ways to challenge yourself as you go through a campaign session. This chapter ties together as much strategy as possible to help you decide what you can do to excel and seize the Shogunate.

Campaign Settings

Before you start a campaign, you must decide on a few minor details. Picking your clan and the duration/goals of the game is an important process because it greatly affects the pacing of the campaign. Each clan has different strengths, and their locations change the set of allies, enemies, and challenges you're most likely to face.

At the top of the New Campaign screen are the nine clans. Click on each one in turn to see their starting location and a description of their advantages and history. Some of the clans are much easier to play, so there is also a difficulty rating associated with each clan. Geographically isolated clans are easier to play because they establish themselves without the threat of having multiple enemies jumping on them before they are powerful enough to fight back.

The initial clan traits determine several modest benefits, but they don't usually sway entire games. Instead, these help you decide which units to favor in your armies (while still keeping a balanced force for the majority of battles).

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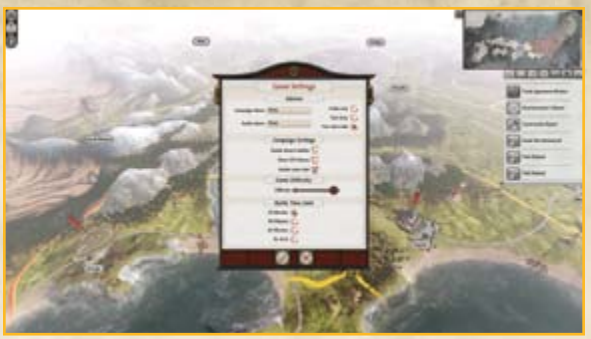
On the right is the Game Mode. There are three settings for this. Short campaigns require you to hold your clan's local territory, 25 total provinces, and seize the Shogunate (by taking Kyoto and holding it for a year). You have 120 turns to do this with most clans. A few exceptions have 140 turns instead because they must cover more ground before reaching Kyoto.



Long campaigns can take up to 220 turns. Your clan must accomplish the same basic goals during this time, but they must have 40 provinces to win.

Domination doesn't give your clan any additional time, but it raises the stakes even higher. You must conquer 60 provinces before time expires. That's practically the same as conquering all of Japan. You can only afford to miss a few locations!

In the lower right is the difficulty slider. It has several settings: Easy, Normal, Hard, Very Hard, and Legendary. Playing on higher settings is required if you want to unlock all of the achievements in the game. On Normal, you shouldn't expect to face serious opposition most of the time. Enemies build large armies, but it's rare for them to act aggressively. A player that is clever and prepared can steamroll through most of the campaign.

The best way to determine a difficulty that's right for you is to start on Normal and raise the slider every time you win a campaign. Stop doing this once you actually lose and then stay at the same setting until you can reliably defeat your enemies. Alternately, you can just be crazy and start on Legendary. Whatever works, right?

The More Options panel at the bottom lets you turn Advisor Help on or off. This can also be done in game. Show CPU Moves is useful for spotting roving enemy armies, but it takes substantially more time to complete the end of turn phase. Impatient players might prefer to turn that off. Battle Time Limits force attacking armies to win within a certain period.

Finally, the bottom has the option to search for drop-in players. If you enjoy multiplayer fighting, this is a great way to have fun while going through the campaign. Leave it checked!

That's it for the settings. Figure out who you want to play and how to set up the campaign and get started. See the following pages for advice on the different clans.

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Chosokabe

The Chosokabe clan can claim to be masters of the bow, able to recruit and maintain bow-armed troops cheaply, and also recruit expert archers. They are also masters of the land, and gain extra income as a result. They also claim descent from the Chinese Emperor Qin Shi Huang. Their leader, Chosokabe Kunichika, is certainly bold enough to have imperial blood. Now he is ready to take on his clan enemies, the Kono and Ichijo clans. Perhaps he is also ready, and bold enough, to make himself shogun!

Initial Challenge	Easy
Provinces	One
Benefits	Reduced cost/upkeep for all bow infantry, all bow infantry are of superior quality, increased income from farms

History

- Long-time respected admistrators of Tosa province (south Shikoku island)
- At the start of the Sengoku Jidai, were vassals of the Ichijo clan of Western Tosa
- Chosokabe forced to flee Oko castle (in Tosa) after Motoyama clan attacked in 1508, and Chosokabe Kunichika was sent to the Ichijo for protection
- He impressed the Ichijo daimyo with his boldness (jumped off the castle wall on a dare), and the Ichijo helped capture Oko and gave it back to the Chosokabe
- Gained influence and power over the years, culminating in their breaking from the Ichijo through force
- By 1584, the Chosokabe had captured all of Shikoku island but were compelled to submit to the armies of Toyotomi Hideyoshi when he later invaded the island.
- Following their defeat at the battle of Sekigahara (1600, alongside many other clans from Western Japan), the Chosokabe ceded their lands to the Yamauchi clan.

Starting Off

The Chosokabe are likely to be the first faction you choose if you're new to the series and want to have a gentle start. The tutorial focuses on them, so you even get a decent sense of their campaign before you begin.

The Chosokabe start on the island of Shikoku. There are four provinces on the main island. A linked, smaller island has a fifth province that can still be reached by land military forces.

Thus, you can get a strong start here while being protected from some of the larger clans. A rebel army starts with you in the Tosa area, but it can be destroyed on the first turn without much mishap. Send your military from the area near the capital to meet the rebels. You can have your Daimyo lead if you like. He's in the capital. You can also let his general stay in the area and be in control of the force.

If you're playing on extremely high difficulty ratings, consider luring the force into attacking you. It's usually easier to fight on the defensive, and this advantage raises the chance of success. Also, fight the majority of your battles in person on higher difficulty. Autoresolve is not kind on the nastier difficulty settings.

When that force is dealt with, you're free to expand. Look to the north for your first enemy. Conquer Iyo first, and then work from there into the remainder of the island. It's tempting to befriend the Sogo, but this causes trouble later in the game. It's much more powerful to hold the entire island as your own. Take the extra time and conquer the Sogo when they're at their weakest (after attacking the Miyoshi at Awa).

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Remember to leave a modest defensive force on the island after you leave to conquer other provinces. Enemies will eventually try to attack your homeland, and it's hard to get people back there before you lose some territory. Thus, keep that army at home on high alert if ships are spotted near the coastline.

Leveraging Clan Advantages

The Chosokabe are most lethal during defensive siege battles. When Chosokabe Bow Samurai are firing from castle walls they can rout enemies like nobody's business. When fighting in the open field, rely on large masses of inexpensive defensive troops to accomplish a similar thing. Block enemy attackers to give your archers time to obliterate their targets.

Without peasants, we would all starve! They are the foundations of all! But foundations need to stay beneath a building, not try to topple it!

Economically, the Chosokabe are able to do well even if they don't have a foreign trading post or many friends. The increased income from farms is a big deal, especially if you invest in Chi arts and learn how to upgrade to higher-tier farms before reaching the mid-game.

So now, my poor oratory is over. I will do my part as commander! Do yours as dauntless warriors and we cannot fail!

To further strengthen your economy, send ships around the coastlines in both directions. This lets you meet many more clans in just a few turns. Contact as many as possible and request a Trade Agreement. Take any that are offered, and even consider bribing clans that don't ask for much money. Any agreement that pays for itself in under a year is fairly solid.

The Lumber Camp in your home province ensures that ships are fairly cheap for the Chosokabe. Sanuki has good stone, so that's your best province for creating a large defensive structure. Train your ground troops there in large numbers. Let Awa be your province for Cavalry because of its good horses.

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Date

Date warriors are loyal to the ideals of bushido, and possess an attacking spirit: they are fierce and unforgiving enemies. All Date troops have a charge bonus, and their no-dachi samurai, with their two-handed swords, are terrible indeed! Attacking without restraint is what the Date do well. They have many enemies worth attacking: Date Harumune is at war with rebels and the Mogami clan, but a successful attack on any enemy would give the clan useful resources. Harumune does not lack the fierceness of his clan: he removed his own father and certainly can imagine himself shogun. Can his warriors' fierceness gain him that prize?

Initial Challenge	Normal
Provinces	One
Benefits	Recruit superior No-Dachi Samurai, reduced recruitment cost and upkeep for No-Dachi Samurai, charge bonus for all units

History

- Founded by Isa Tomomune in 1189 after he was granted the Date district of Mutsu province by Minamoto Yoritomo, the first Shogun
- Served the Kamakura shogunate until submitting to the Ashikaga
- Gained in influence over the coming centuries until the Sengoku period when the clan descended into civil war, the Tenbun no ran
- Date Harumune, along with a number of Date retainers, disagreed with his father Tanemune over his plans to marry his younger brother into the Uesugi, and took arms against his father After a period of civil war, Tanemune was overthrown and Harumune assumed control of the Date
- Weakened from the in-fighting, the Date spent considerable time consolidating their strength and taking back lands lost during their in-fighting
- Date Masamune was a fearsome warlord, and managed to hold his own against incursions by the better-known southern warlords into the north by rallying the minor clans beneath the Date banner
- Would side with Tokugawa Ieyasu towards the end of the Sengoku Jidai, supporting his actions at Sekigahara and taking arms against the Uesugi on his behalf
- Controlling much of the north and having been granted a large amount of the Uesugi's former territories, the Date would once again succumb to power struggles. Conflict erupted, and the Date lords fought for ten years before the shogunate took action

Starting Off

The Date have a position on the far end of Japan. Though they aren't isolated via the sea, it's almost as a profound advantage to be stuck in the mountains where few can reach you without large travel times. You are able to spot enemies coming far in advance of their arrival. That makes it easier to prepare for attacks!

Rebels have an army to the south of where you begin. Iwate houses your Daimyo, while a general has a modest army out in the field. Attack the enemy force aggressively to gain full control of your home. Start researching Bushido arts from the very beginning. You need these to reach your No-Dachi Samurai, a staple in mid- and late-game Date armies.

Beef up your army while the victorious force rests and then attack Ugo, in the west. That and the southern province of Uzen are needed before you can think about seeking war with other clans.

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Date campaigns have a rough bump early on or at the time you attack the Shogun. The problem is called Hatakeyama. They're great allies for the early game, but they also have some really good land. Stay friendly with them to keep things easy and simple, but when they eventually betray you it's a rough time. They'll have access to several of your key provinces, and it's hard to defend from every angle at once. This is even more the case if you've signed an Alliance with the clan because some of their armies will be marching through your land already when the friendship breaks down.

So, trash a good friendship early, take Miyagi, and then end the war early if you can. A marriage or hostage can help with that. Failing that route, avoid giving the Hatakeyama indefinite access to your provinces. As long as they can't wander, you can leave an army at the ready when you think the Shogun's time is near. As soon as the divide hits and the Shogun calls for war, invade Miyagi and take it before you need to worry. That avoids a war on your rear lines, and your army can march to the west to assist with other clans.

Leveraging Clan Advantages

Having upgraded No-Dachi Samurai doesn't sound like much. They're a specialist force, and you won't have them until you get several Bushido arts under your belt. Don't let that deter you. Date armies are nasty. Their home province, Iwate, has a Blacksmith. Upgrade that into an Armourer quickly. Train most of your high-end units here and look at how long they last in melee. This is a nice starting bonus, and you reap the benefits from turn one! Ugo has stone, so you won't need to wait on that resource for your higher-end defensive buildings.

Miyagi might be brutal to siege and carry long-term penalties for the war it starts, but that province has Iron. If you have Iron early on and that upgraded Blacksmith in Iwate it's a glorious race toward dominance. Your infantry will be cheap and awesome at the same time.

Getting money through trade is tough as a Date. You won't want too many friends in the early campaign. To compensate, build a large trade fleet and get the trading post at the northeastern tip of the map. Park your ships up there to score extra cash throughout the game. Many other clans won't come knocking that far out, but watch for pirates (especially later on). If an enemy fleet is too big to defeat, flee and get a military fleet of your own before trying to fight it out for the post.

Another way to make cash is to conquer! Date armies are very powerful, so you can roll over many provinces on the way to Kyoto. Be sure to upgrade roads as often as possible. Provinces are big in the east, and better roads let you keep your army well reinforced. Have ships ferry your people down the coastline as well. For longer trips, this is a superior means of getting new units down to where the action is.

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Hojo

The Hojo clan has invested much in the art of building castles and forts. Those who know how to build know also how to destroy. The Hojo, therefore, are masters of fortification and can build cheaper castles than any other clan. They can also produce cheaper, better siege weapons than any other clan. These skills allow the Hojo to pursue a strategy of occupying land, then daring an enemy to evict them. Occupying the right lands could make a Hojo daimyo the shogun of Japan, with as many castles as he wishes.

Initial Challenge	Normal
Provinces	Two
Benefits	Reduced recruitment cost and upkeep for siege units, recruit superior siege units, castles are cheaper to build and repair

History

- Founded by Ise Shinkuro, a powerful shogunate official
- His clan started gaining influence, establishing control over provinces in the southern Kanto region towards the start of the Sengoku Jidai
- His son assumed the name Hojo owing to its prestigious connotations (the Hojo were originally regents to the Kamakura shogunate), but the Ise had no actual ties to the original Hojo
- Came to blows with a number of clans during their rise to power, including the Imagawa, the Takeda and the Uesugi
- The Ogigayatsu and the Yamanouchi branches of the Uesugi, bitter rivals for many years, even made peace in order to contend with the Hojo
- The Hojo all but crushed the Uesugi until Nagao Harukage marched north on behalf of his former Yamanouchi Uesugi liege lord, laying waste to the Hojo armies and assuming the name Uesugi for himself
- The Hojo maintained control in the southern Kanto region, until finally they were wiped out by Toyotomi Hideyoshi at Odawara in 1590
- Following the Siege of Odwara, the remnants of the Hojo were left fragmented and powerless

Starting Off

The Hojo have an interesting perk in that they start with two provinces. Sagami and Izu are along the southern coast, and they're in a wonderful position for future war efforts. Though out of the way (compared to the Takeda's starting point), the Hojo's territory can branch out in so many directions.

After pushing the Ogigayatsu out of Sagami, follow them back into Musashi. Take that province while reinforcing your main army. Use the recruitment capabilities of both starting provinces to do this as quickly as possible. When done, you get a fairly strong economy with little effort.

Izu has a Gold Mine, and that's pure cash for the future. Sagami has a Blacksmith, so it's your ideal training ground for ashigaru or most samurai. Strongly consider making spear and sword units there. A better spot for archers is not far from home! Hitachi is likely to be a target at some point in the early game. That province spits out high-end archers all the time. Combining these assets gives you a well-rounded army that can hold its own with almost anyone.

Look for opportunities as the large clans around you fight against each other. The Hojo are close to the Takeda and Imagawa. If either starts to falter, seize their last provinces before someone else does. It's all a roll of the dice, so you can't count on these weak moments. Just be ready.

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Leveraging Clan Advantages

The Hojo meet many clans without going too far in any directions. Set up Trade Agreements as soon as you can to ensure that money rolls in. Going after foreign trading posts is almost a pipe dream. The Hojo are so far from these lucrative routes that it's hard to reach them and even harder to defend them.

Count on your neighbors for trade until you conquer them all. By that time, infrastructure upgrades and raw territory should give you the income you need.

The Hojo clan's special siege units are decent. It's not that they aren't fun to use; the problem is that siege units are never a core part of a combat force. Don't try to change that. Stick with the fundamentals and use a mix of archers and good ground forces. You might even end up with superior cavalry if the Takeda falter. Seizing Kai gets the Hojo better horses and a prime recruitment location for cavalry.

The real strength of the Hojo is that they feed off the mistakes of other large clans. Their innate abilities aren't that good, but it's amazing just how many opportunities fall into the hands of the Hojo.

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Mori

The Mori have a long history of seafaring, and their ships are the finest in Japan. Originally the Kamakura shogun's stewards of Aki, the clan switched sides and profitably backed the new Ashikaga shoguns. Since then, they have grown in power and made themselves masters of the sea. They can read the waves and move their fleets further than other clans, and their shipbuilding skills make the construction and maintenance of ships cheaper too. They can also build some superior vessels. Japan is an island nation, and the daimyo who controls the seas could make himself shogun one day.

Initial Challenge	Normal
Provinces	One
Benefits	Reduced recruitment cost and upkeep for ships, recruit superior ships, increased campaign movement range for all ships

History

- Appointed as jito of Aki province after the Jokyu War (1221)
- Towards the end of the Kamakura period, became disaffected with the Shogunate and collaborated with the Ashikaga (Ashikaga Takauji) against the Shogun
- Would make an ally of the Ouchi clan over the course of the Onin War
- Following the Onin War, found themselves caught between the warring of the Ouchi and their rivals the Amako clan. Managed to survive through balancing military and diplomatic action
- Would finally engage in full warfare against the Amako, successfully pushing them back to their capital with the Ouchi before being soundly defeated and sent back to Aki
- Consolidated power and wiped out the Amako, later absorbing the Ouchi possessions after internal struggles left them weakened
- Expanded considerably and gained much power in Chugoku, before coming to blows with Oda Nobunaga's forces
- They would eventually ally with Toyotomi Hideyoshi following his lord Nobunaga's death and became the most influential clan in western Japan
- Having reluctantly joined Ishida Mitsunari in his campaign against Tokugawa Ieyasu, the Mori were defeated at Sekigahara along with the other great western powers. Much of their power and territory was taken from them, although they remained significant political figures throughout the reign of the Tokugawa

Starting Off

If you want to control oceanic trade and patrol the coasts with fervor, the Mori are the people for you. Their access to the northern coast is quickly secured. From that point on it's relatively easy for the Mori to grab foreign trading posts and reap large sums of money from the exchange.

To do this, push north into Iwami from the beginning. Take out the Amako by seizing that territory and Izumo (to the east). This gives your clan a stretch of coastline that has infinite possibilities.

Build up your army slowly and don't push west too quickly. Your clan wants to take over the island of Kyushu eventually, because that will secure your stranglehold on trade. However, the Mori aren't that great at terrestrial wars. Their units don't excel in any type of combat, and their starting province only has benefit if you pursue Warrior Monks, and that takes time.

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More likely, you're going to use force of numbers as your leverage to win in the west. Money from developed ports, trade, and infrastructure let the Mori fund a large military.

Using that, Kyushu will eventually be yours. That gives the clan enough land to start the drive east, toward Kyoto and victory.

Leveraging Clan Advantages

Trade with Korea and the Jurchen Tribes is where you want to go in the early game. Push other clans off of these spots when you arrive, and hold ground against any competitors. The Mori's ships are superior, so you should look for additional help to ensure that you win the waves.

Iwami's Gold Mine helps with the financing, but better wood is what you'd really like. The Chosokabe province of Tosa has what you need. Once you're established, keep an eye on the island of Shikoku. If you ever see weakness due to the Chosokabe's war with the Miyoshi, step in and take over. Tosa's forests give you a discount on ship recruitment, and it's rather substantial. The only other good forests are much farther east.

Use your ships' increased movement range to scout for enemies that are carrying armies. When you get a chance, destroy such forces to reduce the amount of time you spend fighting on land. If enemies come at you via roads, it takes much more time and you can bring forces from several provinces together to repel the invaders.

Another Mori trick is to scout far and wide with your Ninja. Have them find provinces that are near the coast and are poorly defended. Bring armies in on your ships and grab the provinces without a serious fight. If you're lucky, you can even eliminate rival clans while their biggest armies are out in the field. As such, the armies are disbanded without a single arrow being fired.

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Oda

From his castle in Owari, the warlord Oda Nobuhide commands a clan with a formidable reputation. His Oda clan are masters of the strategy of using ashigaru: common soldiers who are a growing part of Japanese warfare. The Oda can recruit better troops of this kind cheaper than anyone else. They are also a warlike folk, and have even turned on each other in the past. Now, however, they face external threats: the Saito clan to the north, the Tokugawa and the Imagawa clans in the east. If they can beat these enemies, then an Oda daimyo may yet call himself shogun, and rule Japan!

Initial Challenge	Hard
Provinces	One
Benefits	Improved Morale for all ashigaru, reduced recruitment cost and upkeep for all ashigaru

History

- Originally retainers to the Shiba clan, an influential shugo family descended from the Minamoto clan (a clan from the Heian period (794-1185), descended from the emperor)
- As the Shiba's power dwindled, the Oda gained influence assumed control of Owari province
- Two major branches of the Oda, the Kiyosu and Iwakura Oda, struggled for absolute control of Owari for many decades
- The Kiyosu claimed to have been descended from the Taira (another imperial clan from the Heian period), one of whom apparently settled in the town of Oda in Owari and took its name
- Involved in open warfare during the early Sengoku Jidai, at constant odds with the Saito clan to the north and with the Imagawa and their Matsudaira (Tokugawa) vassals to the east
- The Kiyosu Oda rose to prominence in the mid Sengoku Jidai, culminating in Oda Nobunaga's ascendency to head of the clan
- Nobunaga strived to unite Japan under his clan's banner, and before long the Oda became one of the most powerful clans in the country (even going as far as to holding Kyoto, although Nobunaga died before the court could choose to bestow the mantle of Shogun upon him)
- He was betrayed by Akechi Mitsuhide, a supposed ally who assaulted Kyoto and Nobunaga when it lay barely defended
- It is believed that Nobunaga committed seppuku as the assault on Kyoto began.
- Many of the Oda were betrayed, but Nobunaga's legacy remained in the form of Toyotomi Hideyoshi (a loyal retainer who would effectively assume military authority over the Oda and who avenged Nobunaga's death) and in his ally Tokugawa Ieyasu, who would eventually become Shogun.

Starting Off

The Oda are a terrifying force once they get going. Their ashigaru are the best in Japan, meaning that they can train cheap units that fight almost as well as samurai. Kill the rebels when you start in Owari, and immediately begin a recruitment drive to get Yari and Bow Ashigaru into your military. Though the Oda are immersed in warfare from the get go, your potential for early expansion is immense.

Enemies of your clan are to the north and east. They won't rush you immediately, but that's no reason not to slap them around. On turn two or three, take out Mino, to the north. It's a soft target that gives you more land and reduces the number of roads that lead directly into your enemies.

Once the province is settled you can train even more ashigaru to aid in your conquest. Push through Mikawa next and then on through Totomi and Suruga. Once you've slain your starting enemies, you have a tidy little region with numerous resources.

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Don't use much of your money in upgrading military structures. Save Koku for a large military and for a better infrastructure. Your economy is heavily reliant on conquering, and better farms and roads are essential for long-term cash, development, and defense.

Let ashigaru do the vast majority of the fighting. Mikawa can be your cavalry province. Light Cavalry supplement your armies well. Ashigaru aren't fast, and you want someone to cut down retreating enemy forces.

Leveraging Clan Advantages

The Oda are one of the most powerful clans in the game. Their ashigaru bonuses allow them to train decent fighting forces in almost any province. With the addition of bonuses from Bushido arts, they get even meaner. Overwhelm enemies with numbers and aggression. You pay so little to recruit ashigaru that it's easy to make up for slain units without giving your armies as much down time.

Prey on weak clans that don't have many allies. If you send two armies at the same target it's possible to conquer their provinces so quickly that they can't react. When a single province is especially tricky, you can siege it with two armies at once. Even a much higher-grade force will fall when you send 4,000 ashigaru at the same city.

There's no subtlety to Oda combat. Form large spear lines, keep your leader protected and close to the line of battle, and let the archers darken the sky with their arrows. Cavalry are useless against you. Only skilled katana units are a threat, so have your archers focus fire on the first Katana Samurai that gets into range. If you have enough archers, this is likely to splatter the unit's Morale before they engage your spear line. As soon as it breaks, switch to another katana unit.

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Shimazu

The Shimazu are a proud clan, with a long history worthy of their pride. They can trace their ancestry back to the Minamoto, the founders of the Kamakura shogunate. Their strengths are the traditional ones of any old clan: their samurai and adherence to bushido. To the Shimazu, loyalty is everything, and their generals are less likely to develop ambitions of their own. Shimazu katana samurai are cheaper to recruit and maintain in the field than those of other clans; they can also recruit superior katana-armed samurai. Loyalty, bushido, and brave samurai are powerful assets for an ambitious warlord seeking to be shogun.

Initial Challenge	Easy
Provinces	One
Benefits	Can recruit superior Katana Samurai, increased loyalty for all generals, reduced recruitment cost and upkeep for all samurai, can recruit superior Katana Heroes

History

- Founded by Shimazu Tadahisa, who was appointed military commander of southern Kyushu in 1187 by shogun Minamoto Yoritomo
- The Shimazu became a rich and powerful clan for many reasons, including their well-organized government and army, loyal retainers, abundant resources in the area and their distance from the influence of Kyoto
- As with many clans, in-fighting and power struggles left the clan splintered for many years
- Shimazu Takahisa fought hard to unify the Shimazu during the early Sengoku Jidai, a task that befell his son Yoshihisa when he assumed control of the clan
- The Shimazu were one of the first clans to use firearms in battle, their vassals on Tanegashima Island having been the ones to encounter shipwrecked Portuguese traders who would introduce them to Japan
- Yoshihisa would eventually subjugate the majority of Kyushu under the Shimazu banner
- His refusal to withdraw to his homelands at Toyotomi Hideyoshi's request (urged by the Otomo of northern Kyushu, fearing for their independence) led to a full-scale invasion by Hideyoshi's forces, after which Yoshihisa was compelled to surrender or be destroyed
- Allowed to keep a significant portion of their lands despite Yoshihisa's refusal to back down, the Shimazu would serve Hideyoshi in his attempted invasions of Korea
- Despite fighting against the Tokugawa at Sekigahara, the Shimazu maintained their position of power until the end of the Edo period

Starting Off

Though listed near the right side of the clans, the Shimazu are one of the easier groups to try out. Their starting position is extremely basic, being on the south end of Kyushu island. Some players may find this clan easier than the Chosokabe.

Shimazu armies use more katana units, which are quite powerful already. In addition, the clan can expand without the need to worry about a navy or defending a coastline as aggressively. Despite the fact that Kyushu is its own island, your army can reach the mainland without using your navy to get around.

For people who enjoy the navy, there are foreign trade posts all along the western side of the island. You can get a nice economy started without that much investment.

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Your game begins in Satsuma. This province produces wonderful melee units, and upgrading the Blacksmith to a Weaponsmith is a wise call once you have some spare Koku. Your army's first duty is to grab Osumi, to the east. Conquer that province to expand your territory and get more money coming into the treasury.

Take a few turns afterward to increase the size of your army. It looks easy to push onward, but a stronger force is necessary before you hit Hyuga and wipe out the Ito clan.

Go after all of Kyushu before attacking the mainland. You want this island as a solid base of power. In addition, attack anyone who tries to steal "your" foreign trade posts. The one exception here might be the Mori. Their ships are difficult to overpower, and it will be little while before your land army is close enough to take out the Mori provinces.

After getting the island to yourself it's fairly easy to march east, taking out clans as you go. You must spend more turns to reach Kyoto, but your campaign is given a little more time (20 extra turns), so failure is unlikely unless you're playing on high difficulty and aren't used to it yet.

Leveraging Clan Advantages

Build up Satsuma with stronger defensive structures and an upgraded sword school. You want to train all sword units here to rake in the bonuses. Send a mix of Shimazu Katana Samurai and Yari Ashigaru to brutalize your enemies. The ashigaru soak enemy fire while your swordsmen rush to the save the day, routing enemy infantry with flanking attacks and killing enemy archers directly.

Because the capital is so important for your army, hold off on some infrastructure upgrades until your units are coming out at their best. Don't push for too much extra food or commerce income until you acquire some land and can defend what you have.

Shimazu siege attacks aren't the best. Katana units are expensive, and having them climb the walls is a costly endeavor. To avoid this situation, lay siege to enemies and lure them out into the battlefield. Many foes end up attacking on the next turn, giving your units a fair fight instead of a siege battle.

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Takeda

Takeda men are almost born in the saddle, and they are rightly respected for their mastery of horses and cavalry warfare. Under their daimyo, Takeda Shingen, the clan have opportunities and threats on all sides. They have fought off repeated invasions from the neighbouring Shinano province, and battled against the Hojo and Imagawa clans. This has made them formidable warriors. As a result, the Takeda clan recruit and train cavalry much more efficiently than other clans. They can also produce a superior class of horsemen to anyone else. It may be those horsemen who carry the Takeda daimyo to the shogunate!

Initial Challenge	Hard
Provinces	One
Benefits	Improved Morale for cavalry, reduced recruitment cost and upkeep for all cavalry, recruit superior cavalry

History

- Descended from Minamoto Yoshikiyo, of the Seiwa Genji branch of the Minamoto clan
- Ruled Kai province since the 1100s
- Internal power struggles and incursions from the Shinano warlords led to much instability
- Aiding the Ashikaga shogun in suppressing an Uesugi plot in the early 1400s, the seeds of a long-term rivalry between the Takeda and the Uesugi were sown
- Through the actions of Takeda Nobumasa and then Nobutora in the early 1500s, dissidence was quelled and stability attained within Kai
- Regardless, conflict with the Shinano lords persisted, as well as struggles with the Imagawa and the Hojo
- Takeda Shingen would lead the clan to many victories, successfully subjugating the Murakami and the other Shinano daimyo before coming to blow with the Uesugi once more, now under the command of Uesugi Kenshin
- After a major defeat at the battle of Nagashino (1575), the Takeda were hounded back to Kai province by Oda Nobunaga's forces. Nobunaga seized their lands and stripped the Takeda of all power
- Although cadet branches of the Takeda clan survived, none held any significant power following the Sengoku Jidai

Starting Off

The Takeda have one of the least enviable starting positions in the game. They're only at war with one other clan in the beginning, so you might wonder why that's the case. The Murakami are to the north, and they're a trivial threat. Indeed, you must take them out quickly and decisively.

However, after that things become more difficult. You need to set up a wide array of Trade Agreements with many surrounding clans, but they're a deceitful lot. What seems safe and peaceful can turn ugly in a single turn, even if you have a large army. Even worse, the web of alliances between your neighbors make it possible to end up in a war with four or five clans without making any mastery. Even trickier, the Takeda's better units don't become available until you've built Kai into a more impressive province.

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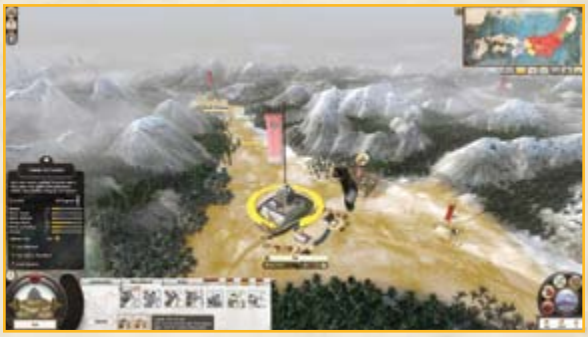
It sounds like madness, but consider hitting the Hojo after you settle in and defeated the Murakami. The Hojo are a bigger clan, but they start off slightly weak. It won't take them long to get better, so killing them now is the better path to follow. They'll bring in the Imagawa, so you might as well declare war on the Imagawa on the way (instead of paying them for military access).

These southern provinces are wealthy and can produce skilled ground units to aid your cavalry. Don't get greedy when you win this war. Instead, buckle down and focus on reinforcement and infrastructure improvements. Let the chaos around you subside, and be ready for some upstart clan to attack. They often do and might bring allies. You won't want to be in a war already if or when that happens. Even tempting targets like the Kiso should be left temporarily alone.

Aggressive players will find this time frustrating. There are soft marks waiting for your deadly blow. Stay calm. The Takeda are a great force if you are patient and let the early game play itself out. Build the facilities for better cavalry and then unleash the storm.

Leveraging Clan Advantages

Takeda armies don't really shine in Autoresolved battles. These groups have smaller numbers and don't really do what you'd want. Instead, you must take command and push your horsemen to victory.



Takeda armies fight better of the defensive. You want your enemies to have the clock ticking in their ears. If an opponent can hide in a forest and simply wait, you lose a major advantage. Your cavalry stink in the woods. They're slow and limited. It's easier if you stay on open ground and demand that your foes meet you there!

Lure enemies forward into your Yari Ashigaru lines. Keep your cavalry far to the side and wait for the enemies to tie themselves up in combat. Send cavalry charging into as many targets as possible. Leave Katana Cavalry to stay and fight, but have Light or Yari Calvary back off and hit new targets.

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Tokugawa

The Tokugawa would like others to see them as upholders of law and order, who keep their word. This image has some truth. Technically vassals of the Imagawa, and constantly threatened by the Oda clan, they are also masters of intrigue because they have been forced to it by events. This goes some way to explaining their superior diplomatic skills, their training and use of very good kisho ninja, and the superior metsuke who keep order in their lands. Under the leadership of Tokugawa Hirotada, perhaps now is the time for the clan to throw off their shackles and, perhaps, one day a Tokugawa will sit in the shogun's palace?

Initial Challenge	Hard
Provinces	One
Benefits	Bonus to diplomatic relations, +2% chance of success for Metsuke actions, reduced recruitment cost and upkeep for Kisho Ninja, recruit superior Kisho Ninja

History

- Claim to be descended from Minamoto no Yoritomo (the first shogun of the Kamakura shogunate), whose nephew purportedly settled in Tokugawa, Kozuke
- Initially known as the Matsudaira: the Emperor would grant Matsudaira Motoyasu the right to change his family name to Tokugawa, after which he assumed the name Ieyasu
- The Matsudaira were a small clan sandwiched between two major players - the Imagawa and the Oda – and became embroiled in their constant feuding
- Compelled to accept the protection of the Imagawa following an invasion from the Oda. As part of the deal, the young Motoyasu was to be sent to the Imagawa as a hostage. The Oda learned of this, and captured Motoyasu en-route
- Once he had come of age, he was allowed to return to Mikawa, after which the Imagawa tasked him with fighting the Oda. Securing a number of victories, he gained considerable power and influence for his clan and was soon plotting to break free of the Imagawa's influence
- Brokering a secret alliance with Oda Nobunaga, Motoyasu struck out against the Imagawa after their power-mad daimyo marched on Kyoto and was slain in battle
- Having made a name for himself, he appealed to the imperial court to grant him the name Tokugawa. Permission was granted and he was henceforth known as Tokugawa Ieyasu
- He proceeded to fully subjugate the Imagawa before securing many great victories throughout Japan in collaboration with Oda Nobunaga. The Tokugawa would continue to serve the Oda's interests, and then those of Toyotomi Hideyoshi until his passing in 1598
- Ieyasu would then set about rallying support for his own bid for supremacy in Japan, culminating in the Battle of Sekigahara at which his eastern alliance triumphed over the western forces of Ishida Mitsunari, who opposed his claims to power
- Following his success at Sekigahara, Ieyasu was granted the title of shogun by the Emperor in 1603. Despite some turmoil along the way, the Tokugawa clan would rule the shogunate from their seat of power in Edo until 1868

Starting Off

Your fun task is to rush the Oda army in Mikawa and defend your province. Don't follow the routed fools back to Owari. Instead, hole up in your capital and build an army while resting your weary people. The Oda can become a massive threat if you let them build strength for too long, but give yourself one or two turns to recruit more units before you launch your assault.

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After this victory, continue to expand, but keep more money in reserve than most rival clans. Instead of having a spare thousand or so Koku, try to hold a stash that is several times larger. Use your Metsuke from the beginning of the game. If there aren't enemy agents to apprehend, look for an enemy force to bribe. When that isn't possible, stash the Metsuke in a town. Aggressive use of your agents is going to help them accrue experience.

You can't afford to be sentimental. Some of the friendliest clans to your cause are ripe for the plucking, and it's foolish to let them stay on their own. Clans like the Saito and Kiso have no allies. Who will care if you take them over?

Leveraging Clan Advantages

Playing as Tokugawa lends itself toward Chi research. These arts help your agents and your diplomatic efforts. If you plan to take a clan of this type, why not be the best person in the game at using these qualities? Push for favorable Trade Agreements with anyone you aren't attacking, and send a ship in each direction to meet new clans as soon as you can.

Put a Sake Den in one of your first few provinces. Create a Ninja and have him pal around with your Metsuke. If anyone tries to convert your Metsuke, respond with the Ninja's blade. Eventually you can form a trio with a Metsuke, a Ninja, and a Monk. Together this group makes a mean team against any enemy generals that come near your territory.

Take your time building strength and don't push the Shogunate into preemptive action. Your position is not the safest in the game and your armies aren't particularly good. In addition, your home provinces aren't that great at giving you high-end units.

Conquer and develop new areas and treat them more like your capital. Your agents can kill or buy off people until you're ready to practically bribe your way into the Shogunate. Recruit a hardcore late-game army and push into Kyoto in force.

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Uesugi

The Uesugi are proud of their Buddhist faith, and rightly so. They are a pious and worthy people. Despite this religious solidarity, the history of the Uesugi is anything but tranquil. Their daimyo, Uesugi Kenshin, changed his name and took control of his new clan when his original Nagao clan helped one Uesugi faction win a family dispute. This fractious and religious nature may explain why they can recruit better and cheaper monks for their armies and as agents. There is much for these monks to do if an Uesugi lord is ever to be shogun

Initial Challenge	Hard
Provinces	One
Benefits	Reduced recruitment cost and upkeep for Warrior Monks, increased trade income, recruit superior Warrior Monks, +2% chance of success for Monk actions

History

- Originally the Nagao clan, claimed to have been descended from the Taira clan
- Long-time rulers of Echigo province
- Vassals of the Yamanouchi branch of the oft-divided Uesugi clan, often fighting against the Ogigayatsu Uesugi alongside their masters
- The early part of the century saw rising tension between the Nagao and the Yamanouchi Uesugi. Daimyo Nagao Tamekage engaged the Yamanouchi on several occasions with the aid of the Hojo
- Tamekage's death in 1536 led to Harukage assuming control of the clan. He was hated by his retainers, however, who arranged a coup and placed his younger brother Kagetora in control of the clan at the age of 14
- By mid-century, the Yamanouchi were terribly weak following years of conflict against the Hojo, and their daimyo appealed to Kagetora for help. Kagetora eventually campaigned against the Hojo, reclaiming much of the Yamanouchi and Ogigayatsu lands and during which time he adopted the name Uesugi for himself
- It was around this time that Kagetora also took his Buddhist vows and was given the name Kenshin
- Uesugi Kenshin was a force to be reckoned with, campaigning successfully against the Hojo, the Takeda and eventually Oda Nobunaga
- Uesugi Kenshin died due to health complications and was succeeded by his two adopted sons, whose struggle for dominance over the clan would cost the clan greatly and allow Oda Nobunaga to capture much of their land
- He is well remembered as being one of the greatest warlords of his time, however, and was held in very high esteem by allies and rivals alike
- Much of the Uesugi land would fall to the Date at Tokugawa Ieyasu's behest during the early 1600s

Starting Off

The Uesugi start on the northern coast of Japan. They're close to a large number of powerful clans. Without too much time in the game, they're likely to end up meeting the Takeda, Oda, Hojo, and Date. When the AI plays this clan, it's usually an expansion juggernaut that either seizes a massive amount of territory or dies trying.

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After clearing a rebel army out of their home province, the Uesugi should deal with their immediate rivals, the Jinbo. This clan is west of the starting area. You only need to take out their lonely capital to destroy the clan.

Think about Sado as another target early in the game. This island off the northern coast is rich with gold and is isolated enough to prevent them from building a particularly large military. It's usually an easy fight, and having their land gets you Koku throughout the game.

Make careful choices about how you expand after that moment. Don't try to go west, south, and east all at the same time. Reinforce your home and push in one direction. If you move east, the route won't take you into direct contact with too many powerful clans. Only the Date and Hatakeyama are troublesome there. South is more challenging because it's fiercely contested. Unless you see an opening, that's often the downfall of the Uesugi. They engage too many clans at once by heading south and end up taking on three or four clans at once.

Once you secure several more provinces for the Uesugi, slow down and ensure that your provinces are well developed. Rapid expansion gives you more land to defend, and there are many wolves lurking nearby. Having a lone super army is not enough to keep them at bay, especially when you're patrolling the larger provinces of the east.

Leveraging Clan Advantages

Invest well in Chi arts as the Uesugi. This clan does well with their Warrior Monks, and you can't even start creating these units without getting access to Monasteries. For a beeline to that, hit Chi, Zen, and then Essence of the Spirit. Develop a few experienced Monks in the early game and use them to grab bonuses to your Chi research. With that, it's easier to get tax bonuses and more happiness as well.

Take the early Bushido arts to aid your army, but don't delve into the more expensive choices until much later in the game. The Uesugi have more variety in their armies, so a bonus to one specific unit or another is somewhat less valuable.

Don't be shy with other clans in the area. Engage in heavy trade from the beginning of the game, and send agents and ships throughout the land to meet more and more people. Your trade income is important for most of the game, and that funds the buildings you'll need for an endgame economy.

To enhance your trade income, make runs on the trading posts to the northeast and the west. The Uesugi can train experienced ships because of their Merchant Colony. Levy that advantage to push rivals off of trading posts.

If you enjoy Warrior Monks, go ahead and recruit them frequently, but don't leave these powerful fighters without protection. Bring cheaper Yari Ashigaru to distract enemies, soak fire, and form battle lines. Let them take the brunt of the damage while your Warrior Monks act as a cleanup crew.

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Hattori

The Hattori are masters of subterfuge, assassination and the hidden knife in the dark. They are experts in the art of ninjutsu, and one of the families responsible for developing a school of murder and sabotage, the "Iga-ryu ninjutsu". Not surprisingly, then, they can recruit ninja warriors more cheaply than any other clan, and their ninja have more expertise, both on and off the battlefield. The Hattori are dangerous indeed and, as they look beyond the borders of Iga, their home province, who knows where ambition may take them: perhaps to the shogun's palace?

Initial Challenge	Normal
Provinces	One
Benefits	Special Unit Deployment

History

- Their history is shrouded in mystery
- Hailing from the remote mountains of Iga province, they were a leading family of the Iga Sokoku Ikki, an independent republic born of a desire to break free from the powermongering of Japan's feudal lords and employing
- Developed Iga-ryu ninjutsu, a unique collection of martial skills and guerrilla techniques which they put to use in overthrowing their authoritarian masters
- Earliest official record stems from just after the Onin war (1467-1477), when the Iga-ryu dispatched warriors to aid the Rokkaku clan of Omi province against an invasion by the Ashikaga shogun
- Maintained their independence as far as possible, also selling their services as mercenaries to other warring clans.
- In 1579, Oda Nobukatsu attempted to subjugate the people of Iga as part of his unification efforts. Their abilities, combined with their knowledge of Iga province, allowed them to repel the Oda forces
- Oda Nobunaga then invaded Iga, slaughtering many of the locals before declaring a truce and allowing some to escape.
- Following Nobunaga's death and the ensuing turmoil, Hattori Hanzo ensured Tokugawa Ieyasu safe-passage through Iga to his home province of Mikawa (with the help of the Iga ninja)
- Were it not for Hattori Hanzo's help in returning to Mikawa, Tokugawa Ieyasu may have been killed following his ally Oda Nobunaga's being betrayed at Kyoto
- Once Tokugawa assumed control of the Shogunate, a number of Iga ninja were settled in Edo to aid in defence and matters of intelligence
- Hattori Hanzo's son Masanari would go on to lead the Edo Castle guard

The Hattori clan are tricky customers. They deploy with the special ability to have units all over the map, and their stealthy nature makes it hard to tell what you're getting into. When fighting them, keep all of your units in a defensive formation and never let your generals wander away from the main units. You never know when something or someone may drop out of the trees.

Players with the special edition of Shogun 2 are able to use the Hattori as a playable faction. Though they lack powerful mainline units in combat, the advantage of Hattori stealth and ambushes more than makes up for this. Always position ranged units in ways that give them attack opportunities on enemy generals from a variety of positions, and use infantry attacks from the rear to send enemies into chaos during the majority of your encounters.

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The Shogunate, at Kyoto

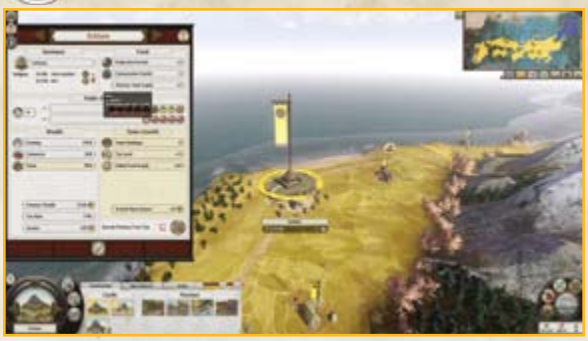
The Shogun doesn't have much territory of his own, but the big guy makes a major nuisance of himself throughout the game. Periodically he'll ask for tribute. This costs a few thousand Koku, and it's safer to pay it unless you're preparing for the realm divide anyway. Sometimes you even get a boost from the Shogun if you pay what he asks, though this isn't common.

If you attack Kyoto or get too much fame for your clan, the Shogun begins the realm divide. This is a period where all clans get such a massive penalty in their dealings with you that pretty much the entire island decides to kick your rump. Even old friends and vassals want to get in on the action. Peace is a pipe dream after that event takes place. You can't avoid it by taking out Kyoto early. This is just something for which you must prepare and then handle when it happens.

Kyoto itself has strong defenses and a massive military. The Shogun can train high-end units there, and they'll appear at an alarming rate. Any siege plans should involve at least one full army on your part. It's much safer to bring two groups, with several thousand total men.

You must hold Kyoto for four turns to receive the title of Shogun and count this province in your victory conditions. Leave your powerful army close to the capital during this time. You can launch small strikes against nearby provinces, but never be far from Kyoto. Also, train skilled recruits at the capital to supplement your existing force. Money isn't worth saving during that tough year; it's better to have the army you need!

Ikko Ikki



The northern Ikko Ikki people are hard to contend with. Armies in that section of Japan can be rolled over without too much hassle, but settling the provinces doesn't end there. Use Monks to help convert the population, and to prevent rebellions from cropping up. Also, tear down the existing religious buildings of the Ikko Ikki and use a quick Sake Den to raise happiness within a few turns. Keep a strong garrison, improve the forts in the area, and things should improve over time.

The Nanban

The Nanban cause similar problems because of their faith. The western island (Kyushu) has a few provinces that are Christian-leaning even in the early game, and continued trade with the Nanban only accentuates this. Bungo and Buzen are provinces that need special attention to prevent trouble from brewing.

As before, keep a Monk or two in the area and use structures to improve both happiness and repression. Upgraded forts, drinking buildings, and a good garrison should do the trick. Remember that people in these areas can grab matchlock units earlier in the game.

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Bushido Arts

The Bushido line is the path toward martial glory. It won't yield money, happiness, or success in diplomatic affair. Nor is this is the way to improve your agents (even those of a militant bend, such as Ninja). Instead, Bushido is for those honorable men who take the field and fight with distinction.

The left branch of the Bushido tree is strong for peasant military forces and those who want to have large armies of lesser troops in general.

The center of the tree covers naval matters. It is often the least useful to a clan, though the Mori are fast to exploit this weakness in others!

The right branch of the tree is for high-quality units. Cavalry and swordsmen are improved in this line.

Someone who wants a well-rounded military will achieve more by taking Bushido arts as they come. Instead of going down one branch or another, you should learn almost all the arts from the top down. This provides bonuses to users of all weapons.

On the other hand, a player that wants to focus on one type of troop should pick and choose only specific arts. For example, a Shimazu leader could take the following arts: Bushido, Strategy of Attack, Way of the Sword, Form, and Sword Expertise. In just five arts you gain access to buildings that will double the output of Katana Samurai!

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Bushido

Effect	+1 Morale for all units, enables building of Sword School
Description	The way of the warrior is to resolute acceptance of death

Strategy of Defence

Effect	+1 Defence for all units, enables building of Naginata Dojo
Description	Without resolute defence, attack alone will never achieve victory.

Strategy of Attack

Effect	+2 Charge Bonus for all units, Enables building of Siege Engineer's Workshop
Description	Without decisive attack, defence alone will not bring victory.

Way of the Spear

Effect	+1 experience for all spear-wielding units
Description	"The pointy end. Use the POINTY end!"

Way of the Sea

Effect	+10% movement range for all ships on the campaign map, enables recruitment of Fire Bomb Kobaya, enables all fleets to engage in night battles
Description	Wisdom lies on keeping the water on the outside

Way of the Bow

Effect	Enables Fire Arrows, enables building of Foot Archery Range
Description	Archery is the art of letting the arrow go, it flies without thought

Way of the Sword

Effect	+1 experience for all sword-wielding units, enables building of No-Dachi Dojo
Description	When warrior and sword are one, they are invincible

Heaven and Earth

Effect	+5% unit replenishment, +50% ammunition for bow units, enables building of Encampments
Description	Everything is part of a prudent general's calculations before and after battle

Form

Effect	+2% running speed for all units, enables Swooping Crane ability, enables building of Bajutsu Master Dojo
Description	Complication is ruination: function and form are one

Spear Expertise

Effect	Enables Pike Square formation, +1 experience for all spear-wielding recruits, enables building of Yari Master Dojo
Description	Simplicity is the greatest virtue in weapons

Attack By Fire

Effect	Increased effectiveness for firebomb-throwing units, enables building of Powder Maker
Description	Of all the elements, fire alone brings fear and death

Naval Expertise

Effect	+7% turning speed for all ships, enables recruitment of Heavy Bunes, enables building of Red Seal Company/Pirate Fortress
Description	To read wind, waves, tide, and sky is to know how much there is still to know

Bow Expertise

Effect	+10% Accuracy for all bow units, enables building of Bow Master Dojo
Description	The target is nothing; the master strives for perfection in the shot

Sword Expertise

Effect	Enables Banzai ability, +1 experience for all sword-wielding recruits, enables building of Sword Master School
Description	The wise man draws his sword only in the certainty of using it

The Five Elements

Effect	+20 increase to the general's influence
Description	There should be harmony in all that is different

Horse Mastery

Effect	+5% movement range for all armies on the campaign map, enables building of Legendary Bajutsu School
Description	There is only this secret; in some matters, horses are wiser than men

Sojutsu Mastery

Effect	+1 experience for all spear-wielding recruits, enables building of Legendary Sojutsu School
Description	For the master there is no spear, only a calm spirit

Gunpowder Mastery

Effect	Enables recruitment of Matchlock Ashigaru, Matchlock Kobayas, Siege Tower Bunes, and enables the building of Gunsmiths
Description	Behold! Sulphurous devilry is tamed, and set on to kill and maim

Mastery of the Waves

Effect	+10% movement rate for ships during battle, -10% to the cost of ship recruitment, enables the building of Drydocks
Description	The sea is a cruel mistress, made more cruel by men

Kyujutsu Mastery

Effect	+10% Reloading Skill for bow units, enables building of Legendary Kyudo School
Description	The arrow does not care where it flies, only that the flight is glorious!

Kenjutsu Mastery

Effect	+1 experience for all sword-wielding recruits, enables building of Legendary Kenjutsu School
Description	Mastery lies not in killing, for any fool can kill

Shih

Effect	+1 Morale, Defence, and Charge Bonus for all units, -5% to the cost of recruitment for all units
Description	A hand open in welcome, or clenched in a fist, remains a hand

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Chi Arts

Chi arts teach your people about the ways of life. Your clan earns more Koku, gets access to a better infrastructure, and gets the most success from its special agents. Even a military leader stands to benefit heavily from at least a light investment in Chi.

The left branch of Chi arts helps your clan become more religious. It is absolutely essential to learn these if you want to use religious martial units (i.e., Warrior Monks). This branch also improves loyalty in your generals, honour for your Daimyo, and diplomatic negotiations with other clans. Many non-religious leaders can skip these arts.

The center of the tree has arts to help agents of the clan. Without bonuses, it's difficult for Ninja and Metsuke to take on well-protected individuals. These bonuses give you an edge and make it easier to assassinate or arrest such targets. This is more of a situational branch of the tree. Players can afford to invest in it lightly unless they fully understand Ninja and Metsuke and know how to use them well.

Chi arts on the right side of the tree cover essential elements of infrastructure and commerce. If you want to have enough money and food to fight your wars, come here. Almost no one can afford to stay entirely out of this branch.

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Way of Chi

Effect	+1% bonus to the clan-wide tax rate, enables building of Markets
Description	To all things there is an energy, awaiting release

Zen

Effect	+1 to clan-wide happiness, enables building of Buddhist Temple
Description	The gardener is but a dream of the garden

Todofuken

Effect	-5% upkeep cost for all military forces, enables building of Post Roads and Stations and Rice Exchanges
Description	When people are ruled wisely they seldom realize it, or are grateful, until wisdom is gone

Essence of the Spirit

Effect	-20% to the cost of Monk actions, enables building of Monasteries
Description	The body draws its strength from the cleansed soul

Noh

Effect	+1 to the loyalty of all generals
Description	Tragedy, laughter, and heroism inspire, even as they entertain

School of Shinobi

Effect	-20% to the cost of Ninja actions, enables building of Criminal Syndicates
Description	Schooling in the hidden arts benefits those who walk in shadows, and their masters

Secret Police

Effect	-20% to the cost of Metsuke actions
Description	The people and their rulers must be guarded by men of iron

Equal Fields

Effect	+2% wealth generated by all farms, enables building of Terrace Farming
Description	A field is useless until the peasants come. Without a field, what use peasants?

Tea Ceremony

Effect	+5% chance in diplomatic negotiations, +1 to the Daimyo's honour
Description	A moment of perfection illustrates the resolute calm of a man

Tax Reform

Effect	+5% bonus to the clan-wide tax rate, enables building of Merchant Guilds
Description	The falcon must be allowed to wet its beak

Scholarship

Effect	+10% to the chance of Monk actions, enables building of Temples Complexes
Description	The clever man may, at least, talk his enemies to death

Sumo Tournament

Effect	Consumes one food from your clan, +1 to clan-wide happiness, +1% bonus to the clan-wide tax rate
Description	There is honour within the circle

Ninjutsu Mastery

Effect	+10% to the success rate of Ninja actions, enables the Blinding Grenades ability, enables building of Infamous Mizu Shobai District
Description	Even the light of understanding casts shadows

Chonindo

Effect	Provides two food for your clan, +5% bonus to clan-wide trade income, enables building of Laquerware Workshops, Master Bowmaker, Land Consolidation
Description	Although it cannot hold an edge, gold can cut a man's soul

Calligraphy

Effect	+10% to the success rate of diplomatic negotiations, +5% bonus to clan-wide trade income
Description	In a moment of peace, a man's spirit flows into the ink

Traditional Building

Effect	-10% to castle construction times, -15% to the cost of construction castles, enables building of Great Shrines and Fortified Monasteries
Description	Within the tree, the roof beam awaits the carpenter's touch

Neo-Confucianism

Effect	Improves conversion to the clan's religion, enables building of Famous Temples, Confucian Academies, and Law Courts
Description	When all know their place, there is clarity and righteous harmony

Sword Hunt

Effect	+10% to the success rate of Metsuke actions, +2 to clan-wide repression
Description	The sword is the soul of the Samurai, and no one else

Kinza Mint

Effect	+5 growth each turn for all provinces, enables building of Kabunakama
Description	There is virtue in knowing the value of something

Epic Architecture

Effect	+10 growth each turn for all provinces, +1 to clan-wide happiness, enables building of Citadels and Imperial Roads and Towers
Description	Stones laid without harmony are home only to strife

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Some techniques aid your clan no matter who you're playing, and this section reveals many of these tricks and tips. Try to integrate as many aspects of these strategies as possible and weave them together to form your own style of play. When you come up with your own techniques that work well, see how they fit into the pattern.

Don't Overreach

Your military can do great things with the proper timing and the proper units. However, a leader that lacks these things will fail to achieve victory again and again. Learn how to avoid these dangers.

You Have Time to Spare

Even the shortest campaign lasts for up to 120 turns. That's enough time to conquer a huge amount of Japan and still have leeway. Don't rush! A large army can accomplish several times what a weaker force might. Spend the extra turns to amass all the people you need before a major attack. In between assaults, let your armies rest and replenish in allied or friendly provinces. This avoids serious losses and allows you hold on to more experienced units (instead of throwing them away during battle).

Thus, look at your armies before sallying forth. Outnumber your enemies whenever possible. To obtain better information, send Ninja into enemy provinces before dedicating to an attack. If you are too weak for certain victory, still your blade until the time is right.

In the same way, if many of your units have suffered major casualties, let them lick their wounds for a season or two, especially if you can reach a province that has a substantial bonus to its replenishment rate.

By letting wounded units rest instead of consolidating them, you allow your force to keep a higher number of veterans while avoiding higher recruitment costs (by needing to replace your units that are cannibalized).

Build Infrastructure Before You Anger the Shogun

Another way to exploit spare turns is to build a huge amount of infrastructure when your clan reaches somewhere in the 16-18 province range. Look at the Clan Management screen to get an idea of how to Shogun feels. When your clan fame seems to be getting really high, cool off on conquering and make sure that farms, roads, ports, and any financial buildings are at their best. You want a self-sufficient economy before the realm divide hits and destroys all of your trade agreements.

Don't amass an especially large military during the early years of this construction phase. Let your forces stay in an adequate state of readiness, but don't train the people that you need to take on the Shogunate. This way, you keep a strong net income for many turns, allowing even more infrastructure to be developed in the same amount of time.

At the end of this phase, when you feel that your economy is raging, develop multiple armies with their own generals. Have one of these forces at each area that is likely to come under attack during the realm divide. Have your generals push back against the various nations that invade and take their territory out from under them. You should end up even richer than before. Rushing into this phase just gets you into trouble.

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Take New Land When You're Sure to Win

Another good trick is to wait and watch provinces that you aren't attacking yet. If a neutral clan starts a war with someone else, keep a keen eye on its cities. When a city sends too much of its military out on a raid, you can rush in behind them and get the province free of charge. When a rival clan has only a single province, this means that you can take everything that they have and automatically eliminate their army at the same time. Don't pass up these opportunities unless there is a compelling reason.

Similarly, you can take land without as much cost if enemies damage each other during fighting. When two clans are besieging each other's cities, you should stay at the ready. No matter who wins the fight, the survivors are likely to be weaker on troops. Never pay full price for your war efforts.

Provincial Development is Your Endgame Economy

Toward the late game, be certain to develop ports and ensure that all of your provinces have a decent amount of positive growth. Without these things, you will not be able to field large armies to take on the Shogun and his myriad loyal clans.

The sooner you start on these efforts, the more of an impact they'll have. Growth in provinces takes place over many years, so you gain more from even a small positive growth over the long term than you would from a higher number in just a few seasons.

Trading posts are good for this as well, but you won't be able to support enough trade routes without port development earlier in the game or a fast, expensive rush to get the ports set up later on.

Don't Ignore the Power and Dangers of Politics

A warlike player might see all the other clans as mere targets. It's true that they are your future victims, but try to see them from more angles than that. Rival clans can be sources of wealth, especially in the early and mid-game. Trade Agreements are good for your clan because they cost practically nothing. A bribe here and there to secure trade is a drop in the bucket as far as your long-term plans.

In much the same way, players who ignore politics can get themselves into major trouble. Fighting one opponent is many times easier than taking on four or five clans simultaneously (and perhaps from multiple points on ingress).

Learn how to play against each clan's weakness in the diplomatic world to aid your development.

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Befriend Only the Strong

Military Alliances are dangerous for your clan. Weak allies are more likely to get attacked, and they'll always beg for your assistance. Not only are you supposed to come to their aid, but they might even get you drawn into a fight that you aren't ready to win!

In addition, you can lose a great deal more standing with an ally by failing them in a time of need than you can gain from the alliance itself. It takes years for a good alliance to solidify, but sit out on one war and suddenly you're the jerk.

If you plan to make an alliance with anyone, do it with a powerful military clan. Rich buddies don't do much for you, but a clan with many units might be able to help stomp an aggressor.

Be aware that aggressive campaigns on your part are less likely to draw the support of an ally. They're pretty good about jumping in when you're attacked, but if you get yourself into trouble they aren't worried about it affecting them.

STOP PATROLLING MY LANDS

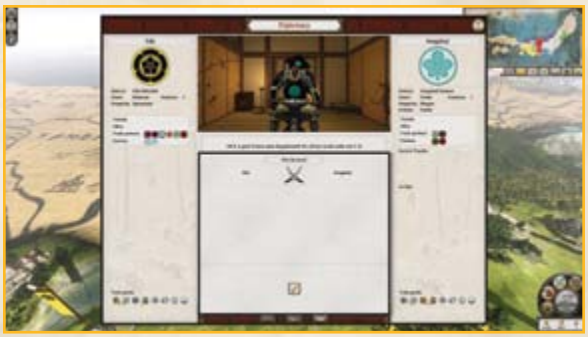
Military alliances and military access have a downside that you might not realize. Expect your "buddies" to send armies through your territory. That sounds almost comforting. They'll kill off troublemakers for you, right?

It's true, they will do that some of the time, but think about how nasty things can get if your former friend declares war on you or if you declare war on them. Your clans now have people tied up all over each other's territory, and that makes it murder to clean up the area during a feud.

Abandon or Betray the Weak

Small clans work really hard to impress you. They're more likely to be friendly and accept agreements that you propose, and they don't declare war on you frequently. Do you want to know why? Because they know that you're ready to stomp them. Power makes for politeness. Don't let this influence your decisions. Instead of thinking "Those guys have always been good to me," try "These people only have one province left and I'd like to have it."

Don't let someone else live just because they've been good to you. This is a time of war and upheaval. You must be cruel if you mean to succeed. Clans with few provinces but access to considerable wealth are the exact victims you're looking for. If some targets like that are unfriendly to you, sure, hit them first, but come after the nice ones second.



To get a good idea of other clans' status, look on the diplomatic screen and click on each clan in your area. If their military status isn't Terrifying or something else that daunts you, then keep that in mind. Also, compare the terms to your own clan's descriptor. If you're only listed a Moderate, that should tell you that there are much larger military forces out in the world.

Trade Freely

Don't second guess too many Trade Agreements. Your enemy might be making a decent amount of cash off of the trade, but so are you (and your people can use it more than theirs). It's almost never a bad idea to accept a Trade Agreement, and even with minor bribes factored in you should try to set up the agreements with everything that you aren't about to attack.

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Taking a Vassal

Enemy clans that you're about to defeat can be taken as vassals instead of being destroyed. Use extreme caution before choosing this route. Vassals keep their final piece of territory, won't be under your direct control, and can be turned against you in the future.

On the other hand, taking the vassal won't draw as much attention or ire from the Shogunate. That's useful because you can build a strong clan for a longer period before triggering the realm divide (when everyone attacks you).

Also, a vassal provides your clan with a military unit and continues to give financial tribute with each passing season. You'd get more out of owning the province, but it's still some spare cash.

The downsides are that your enemy will build a large army to protect itself for the future. Should they ever turn against you (as they will in the late game if you threaten the Shogunate) that'll be one more force to fight. In addition, that enemy is likely to be in the middle of your clan's expanded lands because you conquered all of their other provinces.

Beyond that, you suffer opportunity costs. The diminished ability to rule the province and use its taxes and building capacity reduces what you can do with your clan. That's not a trivial downside!

As such, only take vassals when you want to expand heavily, reduce the number of major threats in an area, and still stay under the Shogun's watchful eye.

When to Declare War and When to Expect It

Other clans might seem capricious to you. They act friendly (or at least calm) one minute and then might be forming a huge alliance to burn down your house the next. There are ways to keep from being blindsided by this. The first is to expect betrayal constantly. Daimyos are foul people if their clan's needs cross paths with your survival.

If other clans in your area have the same military rating (or higher) on the diplomatic screen, expect war. It's that simple. When you have undefended territory near someone's border, expect war then too. It might even go against the other clan's interests, but they'll try to steal what they can.

To get an idea who wants you dead beyond these opportunistic actions, click on each clan on the diplomatic screen and look at the number that comes up when you highlight their name. Clans with negative ratings are not pleased with your people. They are much more likely to attack even if you don't give them a reason or an opening.

Clans dislike your people if you differ from the leader's religious views. They also hate if you've been expanding throughout the game; this can't really be avoided, and it becomes a bigger and bigger problem as time advances.

Prepare a defensive force when someone with a negative number ends up being near your borders. Watch the sea lanes as well, because a clever enemy will load their army onto a ship and sneak them past your clan's borders before starting the fight.

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Marriage and Hostages to Promote Peace

There are several ways to bribe your adversaries when it comes to negotiations. Payment of Koku can grease the wheels, but that isn't the only way to get things done. Marrying off a spare daughter or providing a child as a hostage can also be a showing of good faith. Use these gestures when you really need to secure a key Trade Agreement or Peace Treaty.

A good time to do this is when an enemy is getting extremely troublesome. If you just need some time to save your clan, it's worth risking a family member. Buy peace, even at this high cost, and hope that nothing comes up to jeopardize the treaty.

Lord of the Siege

Siege warfare is not only a matter of tactical supremacy. A good clan leader must pick the time and place for their siege activity. Even on the defensive, you can try to lure enemies into foolish attacks and thus slaughter them at some of your finest castles.

Don't Hit the Walls Unless You Have To

An enemy with a massive military and awesome fortifications must not be underestimated. Even if you win a siege battle like this, you could be left with a broken army. So much time and money can be lost in this manner.

To avoid the situation entirely, siege a major castle and don't push for a fight. Let the time pass as your army stays outside the capital city. If your enemy comes out to fight, you get to face them on the open field. They've lost their defensive advantage. If they don't come out, all of their people will eventually starve to death. It's a win-win situation for your army.

Another advantage of an active siege is that it stops the target province from repairing, constructing, or recruiting. Even replenishment ceases during a siege situation. Strangle your targets as often as possible.

If you don't have a big enough army to win and you're worried about losing the sieging units, sacrifice a lone ashigaru unit and have them initiate a siege each turn. The enemy can push them away (or maybe kill them outright). However, the siege still counts and prevents the foe from doing anything useful with their province. This is a cheap technique, but it works!

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Make the Most of Your Turns

If an enemy tries to starve out your castle's garrison, take a long look at the besieging army. Don't come out to fight if there's no chance of winning. Instead, count your turns and try to get defenders from other provinces to race over in time for a rugged attack.

Only when there isn't any time left should you make the desperate bid and attack your opponent with an inferior force. When that happens, aim for the enemy generals and hope for a coup by slaying their leader and triggering a massive rout. It might be the only chance you have.

Reinforcements Have Arrived

You cannot slip reinforcements into a besieged city. As such, you may need to attack an enemy army to push them away for a turn. This gives your people time to get more allies behind the walls.

To get the greatest chance of victory, bring in any nearby forces and have them stand near the target army before launching the attack. All these reinforcement armies will be brought into the battle, allowing for a considerably large force to be brought to bear.

Stock Castles With the Right Kinds of Defenders

Not all troops are created equal when it comes to siege defense (or assault). Missile troops and large bodies of spearmen are obscenely good at holding keeps. The spearmen line large sections of wall and can fight like lions when they have the advantage of height and numbers on climbing foes. Missile troops get the time to fire huge waves of arrows and bullets, and this raises their kill counts dramatically.

Cavalry are rarely of great use in siege battles. There are times for their glory (e.g., a valiant charge to abuse enemies that are packed on a bridge), but cavalry take massive losses in these fights. It's hard to support them because your other troops are back at the keep.

When holding territory, cater your army to a defensive role. Go heavy on archers and cheap infantry. Avoid investing in higher-end melee troops or cavalry because these units have considerable upkeep to pay and might not even be needed for many years.

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Rapid Transportation Is Essential for Victory

The best army in the world won't protect your provinces if they aren't where they need to be. Anticipating enemy attacks and delaying oncoming forces are major ways to avoid trouble when you aren't ready to counter your opponents. Here are a few ways to achieve that.

Watch Your Coastline

Enemy ships could be scouting, looking for your vessels, or just roving around. However, they might also be ferrying a huge army into the middle of your lands. Don't ignore the sea and its threats. Keep a standing navy that is at least big enough to discourage casual opponents from sailing near your terrain. The better a watch you keep, the more of a chance that you can spot a fast-sailing military force beforehand.

Even if a neutral party is sailing by, have one of your ships approach to see if an army is onboard. If so, and if your fleet is substantially larger, decide whether a sneak attack would be a good idea. When your clan is getting ready to fight someone anyway, it's wise to start the war with a major victory. Sinking enemy ships and automatically killing their army is wise.

Transport Armies at High Speed on the Open Water

You must avoid the same situation when your armies are sailing. It's hard to get around Japan quickly without using the water, so you'd be a fool not to transport some of your armies in this way. Getting higher-end troops from your original provinces all the way out to a conquering army is a slow process. Keeping a few fast ships is a good idea to aid in this.

Watch for enemy pirates in the area (or for other fleets) and have some of your naval forces join the transports when necessary. The central line of Bushido arts assists in ship movement rates, so consider taking them if you rely heavily on the water.

Run Away

If your transport fleet is outmatched and has already fled once in a turn, you cannot flee from enemies again. Instead, your people are likely to be destroyed. To counter, engage the enemies the second time and spend the entire battle running away. Combine Battle Speed and a maneuverable vessel to make this easier.

Trade Ships, Bow Kobayas, and other quick vessels are better for this. You can win the fight (simply by not dying) and then the other fleet must sail off. Hurry toward shore in the following turn to unload your people. Once an enemy is on to your position, they aren't likely to give up.

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Supply Fresh Troops to the Frontlines

You must resist the urge to keep your army staffed by local recruits. Many of the provinces you take on your journey toward Kyoto are not going to produce anything special. Maybe they can only train basic ashigaru. Sure, these generic troops are always useful at some level, but having a number of elite units is also crucial for victory against tougher opponents.

Because of this, you should recruit units from the best provinces and have a stream of them pushing out toward your marauding armies. Spare generals and Ninja agents help with this. Group reinforcements together as you travel through your lands and use the spare general and a Ninja to aid their movement rate. If that general gets any experience, invest their points into character skills like Strategies (for even more movement advantages).

After a delivery of troops is made, have the general and Ninja return to the heart of your provinces to repeat the process.

They Shall Not Pass

Armies and fleets exert pressure on rivals and enemies that try to move past them. If you block a critical road or port, you prevent anything from getting by without massive effort (or combat) on their part.

When you can't reach an enemy army during a turn, make sure that your people finish their movement in a way that prevents foes from slipping past you. They might have enough movement to get out of your range during their turn, thus starting a race to catch up to them that you aren't likely to win.

Bridges are the best places for land units to stop if they're guarding movement through an area. Unlike battle mode, armies can't ford rivers in the campaign map. A defensive unit on a bridge can really gunk up the opponent's efforts. They must attack to push you out of the way, and that defensive battle could be won by hiding until the timer runs out.

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Become a Financial Mastermind

You need to upgrade roads, ports, farms, and any special buildings in your provinces, but that's just the first level of financial wisdom in Shogun 2. Knowing what to upgrade first is even more useful in a given situation, and having a few extra methods for getting rich can make the difference as well. Here's how you can do it.

Seize Foreign Trading Posts

Trading posts are primarily to the west of Japan (which makes sense, when you look at a larger map of the region). Having a huge pile of Trade Ships on one port isn't going to be enough by itself. This is worth serious money, but it's also worthless without having any trade partners. The monetary value from trading posts is only realized once you engage in trade with other groups.

That means that all value from trading posts is tied into the middle portion of the game. You can have a huge income during that period, when your clan has many partners in trade and multiple assets. However, the money disappears almost overnight once the Shogun calls an end to it. The realm divide severs all Trade Agreements between other clans and your own.

Don't put just a single Trade Ship on a post that you grabbed. Get at least half a dozen of the vessels over to that spot, and guard them with a larger ship or two. This deters all but the most vicious pirate fleets from attacking.

To spread around these goods, have multiple upgraded ports. This raises the limit for the number of clans you can trade with via water routes. It's also good for growth in the provinces you're upgrading. Next, send agents far and wide to contact other clans. People close to you might be upset that you're expanding, killing their friends, and so forth. Farther away, it's less likely that you're attacking anyone's friends or trading with many of their enemies, meaning it's easier to secure Trade Agreements. Agents, like Ninja, are best for exploring other areas and meeting people because they move quickly and won't require military access to move through another clan's territory. Also, Ninja are hard to spot, so you're less likely to be assassinated along the way.

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Balancing Food, Forts, and Markets

Koku isn't everything. Food keeps your clan happy. The ashigaru tend to complain when there isn't enough rice to go around. In addition, food is used to upgrade Market buildings and defensive structures.

Keep a surplus of food so that you can ensure a decent level of happiness, but don't sit on too much extra grub. Better Markets help provincial growth, giving your clan much more money in the long term. Better defensive buildings allow you to train more units in an area, replenish wounded units at high speed, and fight off attackers like nobody's business.

Be extremely aggressive about upgrading Forts along major land routes through Japan. Areas along the northern and southern coast beside Kyoto are examples of good locations. Look at Etchu, on the northern side of the map, east of Kyoto. Surrounded by mountains and sea, no land force can walk by without having the owner's permission or starting a serious fight. If you take that province and upgrade its Fort, you can hold off a vast array of enemies without taking huge losses.

How do you get food for all of these upgraded Forts and Markets? Better Farms, of course. Learn the Chi arts on the right side of the tree to access higher-grade Farms. The yield from these is needed for both direct money and building upgrades.

Not all clans need to go beyond Terrace Farming, and that art can be learned quickly. If you don't get better Farms than that, make sure to upgrade all provinces' Farms and only use the Food in specific areas so that the surplus from out of the way locations can go toward major provinces.

Because the first Market tier doesn't require food, it's a keen building for provinces that don't have another purpose. Sake Dens are like that too because they raise happiness and wealth a little bit as well.

Consider the Long-Term Costs of All Units

Overdefending each territory is a great way to cripple your economy. Having three or four ashigaru units at every location isn't going to do you any good. First off, any real army is still capable of rolling over forces of that size and makeup. In addition, the upkeep from these ashigaru can add up quickly. Despite being cheap, you're setting aside a few hundred Koku per season (per province). That's a huge portion of the taxes from a lesser area, so you're barely going to have anything left over for upgrades.

Only leave enough garrisoned troops in regions to keep unhappiness down. In fact, you can look over your provinces periodically and pull off garrisoned troops that might have been needed at one point. Provinces that are settled for a few turns stop being aggressive to their conquerors. They might also start adopting your leader's religion, making even more of a difference in the happiness of the area. If a province is happy on its own, you don't need a garrison there.

Instead, keep a core army in your heartland and have them race toward any sites of discontent, invasion, or peril. This force can be fairly large and still save you money. For example, assume you are paying for 16 units and a general. By keeping four or five provinces empty of garrisons, you've already accounted for that cash. Even better, you have a force that can actually do something! This army can slap around invaders, go after a bordering clan that starts looking weak, or hurry toward the frontlines if things look desperate for your main force(s).

The summary page of your finance menu gives a direct number for the amount you're spending on military upkeep. Watch that number and don't let it drain you slowly!

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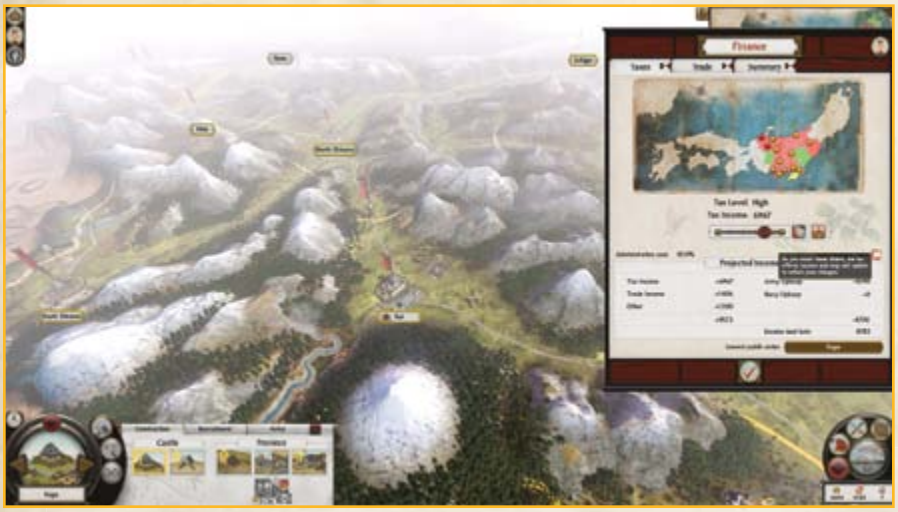
Try to have positive income that's well over 1,000 Koku per season. A healthy clan should have much more (at least twice that). You can pay for multiple units or a good building upgrade every turn if you keep your economy strong.

Keep an Eye on the Tax Rate



The normal tax rate is suitable for the majority of the game. Anything higher really puts strain on provincial growth and on happiness. You need too many soldiers to repress the populace if you plan to keep the slider any higher for more than a single turn. In fact, you are likely to pay more for the guards than you'll get from the taxes.

However, a single burst of higher taxes can give you the cash you need in a desperate time. Also, the unhappiness of a single turn (even if it puts provinces into the negatives) isn't likely to trigger a rebellion. As long as you return the taxes to normal immediately afterward, you should be in good shape.

WATCHING FOR SIGNS OF REBELLION

Once you have more than 10 provinces it starts to be a burden to look at each city during a turn. Yet, you don't want to spend all your time clicking around on each location. To find out quickly whether there are problems, look at the provinces tab and sort by public order. If any locations are showing a red face, you need to do something about it within a turn. Otherwise, you're good to go.

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Agents Are Your Eyes and Ears

It's easy to neglect your agents because they aren't as big or as immediately powerful as a raging army. However, Shogun 2 can be won on the shoulders of individuals as well as their best troops. Knowing where to put your agents and how to improve them is a great way to aid your clan without huge expense.

Generals Are People Too

Generals don't count as agents, but they have a few similarities. First, they gain ranks and skills in the same fashion. Going out and doing general-type activities improves your people and lets them accomplish bigger and better things.

You can't recruit generals from specific buildings. Instead, you either start with these important leaders or gain them through random events, people coming of age, or promotions of normal soldiers at the end of successful battles. Note that soldiers won't have a chance to receive these battlefield promotions unless they win a battle without being led by an existing general.

For generals, that means they must lead armies and win battles. The bigger the battle, the more experience they get from it. Direct combat is not necessary for improvement here. They just need the army itself to do well.

Bringing multiple generals into a single battle has no experience benefit. Only the top leader for the fight gains experience, so the other generals are only assisting and get no boost for their actions.

For this reason, it's good to separate your generals and have them lead different armies. Keep one guy as your awesome leader that can defeat anything, and let the other generals handle smaller tasks. Let them focus on skills that help with transporting armies, learn Bushido arts, or have them specialize in other types of general actions (like siege/counter siege work).

Clan Appointments

All your clan commissions should be assigned as soon as possible. Generals with these appointments give nice bonuses to your finances and replenishment. These special generals also aid all of the units that they lead. Having a commissioner carries no extra cost, so everyone should shoot for getting at least four generals in addition to their Daimyo and heir. Neither the Daimyo nor heir can take a commission.

If you don't have enough sons or brothers to cover these tasks, be ready to hire generals when they make themselves available.

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Ninja, Geisha, Monks, and Metsuke

All agents work as disruption and counter-disruption units. They have ways to disable enemy leaders, damage provinces, and stop armies and to prevent these acts from working against your forces.

As with your armies have a province that dedicates to each type of agent. Upgrade Sake Dens as much as possible and have a good Ninja/Geisha province. Find a religious area and make your Monks there. If you get a commercial province, use that for Metsuke.

You don't need to wait until you find a location with special buildings to aid in this. Many clans won't be able to get special agent buildings for all of their people; this is because there aren't many special provinces of this type.

So, pick a place that isn't in use for other activities and just decide that you're making all of your people there. Bring these agents together and have them join armies to give your clan higher movement and protection from foreign agents.

Then, inside your own borders, have spare agents assigned to places where enemies are likely to probe. Border cities or major coastal provinces are sensible locations.

As long as you have the agents support each other it's hard for enemies to stop them. Let your Monk/Missionaries convert enemy Metsuke. Then have your Metsuke arrest any Ninja in the area. Finally, let your Ninja/Geisha kill enemy religious agents.

Raising Agent Ranks

The best way to raise agent ranks is to get out there and hassle your enemies. Look for low-rank targets or mess with cities that don't have any agents of their own. These actions have a higher chance of success and allow you to gain experience without losing many people.

If you're unsure where to go, put the agents in your cities and let those assignments get them a level or so. This takes much more time, but it's extremely safe.

When your agents start getting more skilled, have them focus more on potent enemy leaders out in the field. If you can kill or cripple an army's general ahead of time, your own military can roll over the other side without nearly as much trouble. This saves lives and money!

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Historic Battles

The Historic Battles in Shogun 2 are extremely fun because you get to live a bit of the legends and see how things play out when you're at the head of the army. This chapter takes you through these fights and provides a way to achieve a victory in each battle.

Don't be afraid to try it on your own. There are many ways to win, and finding your own style is important and rewarding. Think of the following pages as practice while seeing how someone else solved the puzzle.

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KAWANAKAJIMA

BASIC INFORMATION

Battle Type: Land
Date: 1561
Description: Takeda Shingen and Uesugi Kenshin are engaged in a series of battles, this being the fourth in the region. Historically, neither side came out favorably.

FORCES IN PLAY

YOUR ARMY
Uesugi Kenshin (General)
Katana Cavalry (x2)
Uesugi Warrior Monk (x1)
Katana Samurai (x5)
Yari Ashigaru (x6)
Uesugi Matchlock Warrior Monks (x2)
Bow Samurai (x2)
Uesugi Bow Warrior Monks (x1)

ENEMY ARMY
Takeda Shingen (General)
Katana Samurai (x4)
Takeda Bow Cavalry (x1)
Takeda Yari Cavalry (x1)
Takeda Katana Cavalry (x1)
Yari Ashigaru (x5)
Bow Ashigaru (x7)

STRATEGY AND TACTICS

Your forces start on the western side of the plains, facing off against the greater portion of the Takeda army. The reinforcements for the Takeda are far to the south, but they'll be engaged in combat before too long. You must act with speed and decisiveness.

The Takeda army has lined its forward ranks with archers. Don't charge immediately, but be prepared to do so. Give your rear lines a chance to catch up first. The Uesugi forces are all over the plains, and you want to smash the enemy lines with a hammer's blow. If you charge before letting your rear lines come forward a little, the enemies won't be getting hit by as many units at the same time.

Obliterate those archers while sending some of your lesser units around to their flanks. Your Yari Ashigaru should suffice for that. They don't have any good cavalry targets to fight yet, so have them charge exposed enemies to crush the morale of the Takeda units.

As soon as this force is defeated, regroup on the higher part of the plains. Have your general deploy there, with Yari Ashigaru in front. Put them in a defensive formation because the Takeda's best cavalry will attack from the south within a minute or two.

Line up your ranged forces behind the Yari Ashigaru, while Katana Samurai and your cavalry take to the sides. Hold them back a little bit when the enemies charge. Your Yari Ashigaru were made for these fights, and you want the positioning to be at its best. Hit the Takeda units on their rear and flanks to break them as soon as possible. This allows your army to thin out the cavalry before their infantry support come into play.

Have your ranged units focus on distant targets, and click between your people to ensure that all special abilities are on cooldowns. Have your fired all of your special arrows already? If not, make sure to do so now. This reduces casualties and ends the fight even sooner.

All told, this is not one of the harder battles. With practice, you can make this fight much cleaner and have the Takeda play right into your hands.

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OKEHAZAMA

BASIC INFORMATION

Battle Type: Land
Date: 1560
Description: Oda Nobunaga's army has been facing off against a superior force from the Imagawa clan. In this daring raid, Nobunaga has stealthily gotten his attackers around to the rear of the Imagawa and is preparing to launch a surprise attack on them.

FORCES IN PLAY

YOUR AMBUSH FORCE
Katana Cavalry (x3)
Yari Cavalry (x2)
ENEMY PATROLS
Katana Samurai (x2)
Yari Ashigaru (x1)
Yari Cavalry (x1)
Katana Cavalry (x1)

STRATEGY AND TACTICS

The first goal is to kill all of the patrolling Imagawa units in the forest. You've been given five units of cavalry to do this. Though the rain and heavy brush won't help with that, it's a necessary aspect of this assault.

Patrols stick to thin areas of open ground within the forests. Hit them there with your cavalry. Make sure to divide your five groups so that you can charge from three (or more) sides simultaneously.

The first two patrols are Katana Samurai. The third is a unit of Yari Ashigaru. Finally, you face Yari Cavalry and Katana Cavalry. It's always possible to isolate and hit these patrols when they don't have any support. In fact, it's hard to mess up and grab more than one unit at time.

To deal with the lone group of Yari Ashigaru, have one unit of Katana Cavalry dismount and engage them on foot. The other units can charge their rear afterward.

Otherwise, the fights aren't too bad. Many of your cavalry are doomed to die by the end of the fighting, but they take down a considerable number of foes in the process.

The enemies here don't break and run. Your people have to slaughter pretty much everyone out in the forest before moving on.

The good news is that you've pretty much won by the time the last patrol falls. Your army moves into position and awaits orders. Your only task at that stage is to advance on the tent that's marked by a red flag. You can order all units to run over there to score an almost instant victory. This causes more fatalities, but it's hilarious to watch.

For someone trying to play the battle legitimately, the best route is to stay in a tight packet. Get your Yari Ashigaru in front and have them advance in a cluster. There are skilled cavalry along the way. Let your other units wait for the infantry to advance, and have your more skilled units take those on.

A timer starts when your army arrives at the tent. After one minute, you win!

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SEKIGAHARA

BASIC INFORMATION

Battle Type: Land

Date: 1600

Description: This battle depicts the complex political battle that unfolded between Tokugawa Ieyasu and and Ishida Mitsunari. There are several peripheral factions that turn against the Ishida clan during the battle, making the event quite dynamic and challenging.

FORCES IN PLAY

YOUR ARMY

- Ishida Mitsunari (General)
- Katana Cavalry (x5)
- Katana Samurai (x4)
- Yari Ashigaru (x5)
- Bow Ashigaru (x5)

SHIMAZU ARMY (NEUTRAL)

- Shimazu Yoshihiro (General)
- Katana Cavalry (x2)

KOBAYAKAWA ARMY (ENEMIES)

- Kobayakawa Hideaki (General)
- Naginata Samurai (x3)
- Katana Samurai (x2)
- Yari Ashigaru (x1)

TOKUGAWA ARMY

- Tokugawa Ieyasu (General)
- Yari Cavalry (x2)
- Katana Samurai (x7)
- Matchlock Samurai (x4)
- Bow Ashigaru (x2)
- Yari Ashigaru (x4)

STRATEGY AND TACTICS

This awesome battle is beautiful to watch, but you have to keep your mind on the strategy. You have an advantage that Mitsunari would have killed for: you know that your "allies" will betray you. Because of this, you can completely change the course of the engagement.

Don't look at the field and see two battle lines. Tokugawa is on the eastern side, but lining your troops up in the west is folly! It will create a battle that is harder to manage and less likely to end in your favor.

Instead, grab all of your troops at the beginning of battle and order them to the northwest corner. Have everyone get onto the mountain and form a defensive position. Yari Ashigaru on the open slope of the hill, Cavalry way in back, and archers in the middle. All of your enemies will have to come directly to you, facing brutal missile fire and a wealth of determined spearmen.

THE LONELY TWO

Two of your units are so far south that they're practically isolated. Do not have these units march to the corner at the same speed as the rest of your army. Have them run as fast as they can. It will tire them out, sure. But that's better than dying. If you try to walk it, the enemies will catch up to you in the open field.

An alternative is to go over the hills, but this takes a long time and is still rather tiring. Better to double time it and still play a key role in the battle!

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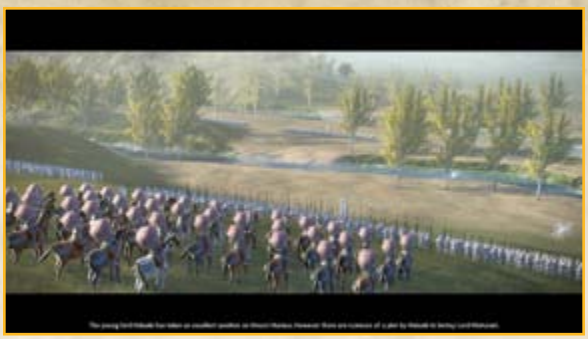
Have your general stay in a safe location and switch to Stand and Fight for a wide command radius. Set the Yari Ashigaru to Spear Wall formation and let the cavalry stay in a Wedge formation, as they will get some glorious charges during this fight.



Now, there are going to be roughly three stages to the fight. The northern end of Tokugawa's men hit you first. They're poorly trained and aren't that hard to defeat if you get set up quickly. Expect them to come from the eastern side of the hill. Make sure that your line of Yari Ashigaru is wide enough to stop them. Once the rows collide, let your Katana Samurai and cavalry loose to kill their ranged units and roll up the flanks of the melee.

That theme is repeated with each wave. Hideaki's traitorous cowards are the second push. If you've fought well, your army will have routed Tokugawa's initial force by the time Hideaki's men arrive. Reform your lines as quickly as possible. Expect the attack to come from the south, so take a more southern facing with your spear wall.

Repeat your attack. Have the wall of spears catch the enemy lines, and then unleash the Katana Samurai on his Yari Ashigaru. Let the cavalry handle the rear and then have them hit the back and flanks of the primary combatants. The rout should be glorious.

This leaves Tokugawa alone for the final push. Reform your lines and stick to the winning strategy. Make sure that your archers are using Flaming Arrows early on, to avoid slamming any of your own people with their volleys.

And that's all there is to it. This battle seems quite difficult, but a defensive posture and collapsing onto a single hill makes all the difference.

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KIZUGAWAGUCHI

BASIC INFORMATION

Battle Type: Naval

Date: 1578

Description: This battle was the second attempt for Oda Nobunaga to break the Mori clan's naval supply lines to the Ikko-Ikki. The Mori's powerful fleet had defeated the Oda fleet years before, but this time Oda Nobunaga had commissioned a fleet of battleships. Can you change the course of history and prevent the Oda fleet from breaking through?

FORCES IN PLAY

YOUR FLEET

Bow Kobaya (x3)

Fire Bomb Kobaya (x2)

Medium Bune (x2)

Heavy Bune (x2)

ENEMY FLEET

O Ataka Bune (x6)

STRATEGY AND TACTICS

Your Fire Bomb Kobayas start closest to the enemy fleet. Don't deploy your mines in that area. The O Ataka Bunes are going to close on your Bow Kobaya first, so they'll sail well away from the mines. Instead, back toward your heavier vessels, have the Bow Kobaya do the same, and deploy the mines in front of your heavy Bunes.

Pull back near one of the small islands behind your fleet. Use that as cover to delay the approach of the Oda fleet and to break them up. Often, this splits two or three of the enemy ships off from the rest. Let them approach your group as your Fire Bomb Kobayas lay mines.

When the groups clash, have the Heavy Bunes in front, Medium Bunes off to their sides, and the ranged vessels even farther away, at the edge of their range. Use Flaming Arrows in bursts. Having all three volleys hit a ship at the same time is brutal. Two triplets like that are likely to set even an O Ataka Bune on fire, causing its sailors to leap off of the ship in terror. That's quite a victory.

Never sacrifice your Bow Kobayas. They are the only way that you're going to win this fight. Let them team up on single targets, set them alight, and move on to the next O Ataka Bune. That's how this is done. Your Medium and Heavy Bunes are just there to help soak up enemy attacks and contribute missile fire of their own. Only go for a boarding action if your ranged attackers are being threatened and you need a distraction.

It's quite hard to win the battle without the majority of your ships intact, but with a few tries victory itself should be entirely doable.

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NAGASHINO

BASIC INFORMATION

Battle Type: Land
Date: 1575
Description: The battle of Nagashino (1575) saw the defeat of Takeda Katsuyori's fearsome cavalry by Tokugawa Ieyasu and Oda Nobunaga, the latter defeating the mighty Takeda cavalry by unleashing a volley of matchlock fire from behind stockades.

FORCES IN PLAY

YOUR ARMY
Oda Nobunaga (General)
Yari Ashigaru (x5)
Katana Samurai
Matchlock Samurai (x5)
REINFORCEMENTS
Katana Samurai (x3)
Yari Ashigaru
ENEMY ARMY
Takeda Katsuyori (General)
Yari Cavalry (x10)
Katana Cavalry (x7)
Yari Ashigaru (x7)
Bow Ashigaru (x2)
Katana Samurai (x3)

STRATEGY AND TACTICS

You can't fight an aggressive battle in this area. Your enemies are too numerous and they'll destroy you in the open ground. Instead, let your opponent make a classic blunder and have him ignore the terrain. Stay behind the small river near your starting area. Use your Yari Ashigaru to fill in the gaps between your Matchlock Samurai's barricades. Don't stand in front of the gunners. There are too many cavalry to face, and your spearmen won't hold out long enough. Instead, ensure that the cavalry can't get around the barricades without hitting Yari Ashigaru.

Put all forces in Guard Mode and have the spearmen form Spear Wall formations as soon as they're in position.Doing so limits their losses while the gunners do the real killing.

There are three major waves of attacks. The first one features a push from the left flank as well as the center. Have a strong Yari Ashigaru formation blocking the side of your Matchlock Samurai in that area.

After the first attack is repelled, send the Yari Ashigaru from that flank to the bridge behind your army. Enemies attack there in the third wave, later on, and you can hold them up almost indefinitely if you hold the bridge (the water is too deep there to run across quickly).

Use your only Katana Samurai as a cleanup force. Have them stay off to the side and rush in to smash wavering forces. They'll really help during the rear bridge fight!

Though most of your army can't be mobile, your general can race around. Have him stay near the heaviest fighting at all times to keep his bonus affecting units that need it. Every time Inspire is ready, use it on the Matchlock Samurai unit that is doing the most shooting.

When the third wave ends, you gain reinforcements and must finish off the enemy group that's going after the castle. Don't have your reinforcements do too much. Align them defensively across the river from the enemies. This draws off a huge number of attackers and gives your primary force time to do what must be done.

Advance with your general toward the next bridge. Seize it with your spearmen and let your gunners obliterate everyone who tries to reach you. Between this and the distraction from the reinforcements, you can soon kill and rout enough enemies to cross the bridge and attack their general. Killing him pretty much ends the battle, as the remaining forces head to the hills.

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KAWAGOE

BASIC INFORMATION

Battle Type: Land

Date: 1545

Description: The battle of Kawagoe (1545) saw the Hojo clan launch a successful night time counter-attack against the beseiging Uesugi, eschewing heavy armour and the collection of heads in favor of speed and stealth.

FORCES IN PLAY

YOUR ARMY

Hojo Tsunanari (General)
Yari Samurai (x4)
Bow Samurai (x12)
Katana Samurai (x3)

IMAGAWA ARMY

Imagawa Ujichika (General)
Bow Ashigaru (x4)
Katana Samurai (x5)
Katana Cavalry (x1)

UESUGI ARMY

Uesugi Norimasa (General)
Bow Ashigaru (x4)
Katana Samurai (x5)
Katana Hero

ASHIKAGA ARMY

Ashikaga Haruuji (General)
Bow Ashigaru (x4)
Katana Samurai (x5)

OGIGAYATSU ARMY

Ogigayatsu Tomasada (General)
Bow Ashigaru (x4)
Katana Samurai (x4)
Katana Cavalry

STRATEGY AND TACTICS

This night battle is a true challenge. You have to defend a castle from a four-sided assault. Each direction has a different army with its own general. You are badly outnumbered, and the positioning is such that your castle can quickly become a liability if you try to hold the line.

From second one of the engagement, realize that you can't defend all four walls. It's not doable. Expect approximately six thousand enemy troops to plow into you simultaneously. Each enemy group has almost as many melee troops as your entire army. Sacrifices must be made.

Abandon the lower tiers of the castle before the enemies can advance. Rush almost all troops to the highest level of the fortress and staff the walls with your Samurai Archers. Keep the melee troops behind them to intercept successful climbing units, but restaff the walls with archers after each rush is pushed back. You must let archer attrition take its toll on the enemies. Their numbers are immense, but thousands can die to arrow fire over the course of the battle. Remember to check your timers to see when fire arrows can be reused, as the fight is long enough for three or four doses of flaming death!

Your reinforcements won't be under direct control. They're a minor benefit, rushing around the outer walls killing in your name, but don't count on them.

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Multiplayer Conflicts

Multiplayer in Shogun 2 is divided into two areas: Multiplayer Campaign, where players can work together or against one-another to conquer Japan on the full grand campaign map, and the Avatar Conquest system, where players build up a customised General and a persistent army of veteran units to wage war against other players.

Multiplayer Campaign

In Shogun 2 the multiplayer campaign makes a return, with substantial improvements and alterations. The multiplayer campaign allows two players to play the game's full grand campaign, either against each other or cooperatively.

1v1

This mode pits two players against each other (and the computer-controlled factions of course) in order to see who can conquer Japan. Every time one player enters a battle, the other player opposes them on the field, whether it's their chosen clan fighting against the enemy or not.

Co-Op

Cooperative play received numerous improvements in Shogun 2, including the ability to share units and divide control of an army between both players in any battle. Victory conditions are also shared between both players, allowing you and your ally to carve up the whole of Japan between you.

Playing the Multiplayer Campaign

Multiplayer campaigns require you to learn your opponent as best as you can. You might get through a specific battle on sheer guts and a reliable strategy, but facing the same person consistently gives them plenty of chances to figure out what you do best.

For example, if you use long spear lines, swordsmen for flanking, and archer support, your enemies will figure out that you're not a cavalry person. That lack of mobility is something that they can exploit. On the flipside, someone who uses cavalry as their backbone can be forced into a horrible confrontation by someone who keeps their archers and spearmen up in a forest.

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There are counters for all techniques, and all of the counters have their own counters as well. Knowing your enemy, seeing the forces that they deploy, and countering their strategy is the best way to play the game.

Analyze each army that your opponents field. See if they like a balanced approach or if they lean on a specific unit type. When weakness appears, your future battles should lean somewhat heavily on countering the enemy's favorite troop type or abusing lack of another. This is a win-win situation for you. Opponents that let you do this are likely to lose outright. Others will adjust and switch to a different configuration of troops, but that is making them change things, question their techniques, and could put them shakier footing. When someone tries an army that they're not used to handling, it is more likely that they will blunder. Become proficient with as many tools as possible. Pay more attention to units that you just don't like or understand and devote less time to units that are your favorites. Competence with all troop types is much faster than mastery, and you will find that is the more important skill level. Being incompetent (with anything) can ruin you!

Avatar Conquest

The biggest new feature in Shogun 2 is the Avatar Conquest multiplayer system. This is a massive overhaul and improvement to the Total War series' multiplayer component.

In Avatar Conquest players create their own clan, complete with custom color scheme and iconography. They also create an Avatar which serves as their General in battle. The appearance of your avatar can be fully customized, allowing you to change his outfit, armour, weaponry, mount and banners.

As players fight more and more battles against other players they slowly explore a map of Japan, unlocking new units to field and retainers to support the war effort.

As their career progresses players can choose to retain units who prove themselves in battle, and over the course of many battles can build up their level of experience. Veteran units who accrue a great deal of experience can gain new skills and abilities, and become powerful and deadly fighting units.

Starting Off

Upon entering the Avatar Conquest system for the first time you are asked to name your avatar, choose his colors (which also affects the rest of your army) and his iconography, and there are almost unlimited combinations to choose from. You must also pick a starting region on the Conquest Map. This provides an additional unit type with which to start your multiplayer career, and affects your course as you attempt to conquer the rest of Japan.

There are four possible starting areas, providing access to superior spear, cavalry, bow, or katana units. All these units can be unlocked regardless of where you choose to start your conquest, but having a particular type right from the beginning dramatically changes your play-style and affects your tactics during battles. Beginning your multiplayer career in a certain area of Japan also determines your path across the country, and hence the order you unlock units. For example, starting in the west allows you to unlock gunpowder units more quickly, at the cost of cavalry and bow units.

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The Conquest Map

The Conquest Map is a map of the whole of Japan. Your goal in Avatar Conquest is to conquer the whole country, using a combination of land and sea, gaining territory as you go.

For every multiplayer battle you win, you conquer a new province on the map. Each province you take awards you with a new unit type to field in battles, or a new retainer to support your general's efforts. As you conquer more territory you will unlock powerful, rare, and unusual units (such as Fire Rockets, Warrior Monks, Battlefield Ninja, or legendary hero units). You also gain access to a greater choice of retainers.

Battles

Getting straight to the action in Shogun 2 and fighting a battle against another player has never been faster or easier. There are three main options for jumping straight into a battle in Total War: Shogun 2 – matchmade battles, team matchmade battles, and custom battles.

Matchmade Battles

Shogun 2 features a powerful matchmaking system. Jumping into a Matchmade Battle starts a search for opponents that match your skill level and experience. Once an opponent is found you are matched up and able to choose units and retainers to field against one another on a randomly-chosen map. Whilst matchmaking you have a wide set of options at your disposal, allowing you customise your experience and the type of battles you will be dropped into. Matchmade battles contribute to your skill rating on Shogun 2's leaderboards, and also contribute to the clan competition.

Drop-in battles also make a return from Napoleon: Total War, and are an optional part of the matchmaking system. By choosing to fight a battle of this type you search for other players playing the grand campaign, and are dropped into their game, taking the place of the computer opponent in the next battle they fight.

Team Matchmade Battles

Teams of players can also play Team Matchmade Battles in Shogun 2. A team of between two and four players can jump into the matchmaking pool and seek other teams of similar skill level to battle against. Teams can even merge with other individuals and teams looking for games if they wish, increase the possibility of quickly finding a match.

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Custom Battles

Finally, players still retain the option of creating and joining custom games. Unlike matchmade battles these won't be matched by skill, and won't contribute to Shogun 2's leaderboards or the clan competition, but do allow game hosts more control, and will still allow you to conquer new provinces on the Conquest Map and earn experience for your veteran units and avatar.

Players can even create a Classic Total War battle if they want. This means they won't be able to field their own avatar and veteran units, or use their own custom clan colours and banners, but will allow them to fight battles with the classic units and clans featured in the grand campaign.

Playing Multiplayer Battles

Single battles against an unknown opponent, such as those you encounter through the matchmade battle system, are hard to predict. You won't be able to set up an army or fleet that counters any known quantity. Instead, you must be ready to adjust your tactics on the fly and hit the enemy with your chosen methods before they adapt.

For some people, that means taking a balanced army and being able to go in any direction. Don't let that be your only choice. It's entirely possible to have a specialized army or fleet and still win the day. As an example, think about a fleet of boarding vessels. This will do extremely well against an opponent that set themselves up with medium and heavy vessels of their own. It could fail miserably if anyone put most of their points into lighter Boy Kobayas and knew how to play the running game, but that's the risk you take.

The Avatar

The core of Avatar Conquest is the avatar himself. He represents you on the battlefield, and acts as a powerful general unit in his own right. As your multiplayer career continues the avatar will gain experience over time. Experienced avatars gain skill points to spend on the avatar Skills Tree.

The Skills Tree is a branching tree of talents, abilities and upgrades that affect the avatar and his unit of bodyguards. The avatar can choose proficiency in multiple areas, depending on your style of play. Different paths along the avatar skills tree carry different strengths and weaknesses.

Leadership

You can make the avatar an inspiring leader, who empowers the troops under his command, increasing their morale, ability to resist fatigue, as well as powering up the avatar's special abilities, allowing him to inspire individual units, for example. However spending points in the leadership tree does not directly increase the avatar's individual combat ability.

Bow Mastery

An avatar who possesses great skill with the bow is a powerful and fearsome foe. He can ride around the battlefield slaying key units with a hail of arrows, and earn upgrades such as armour piercing, flaming, or whistling arrows. At the top of this tree the avatar gains the ability to snipe at enemy units whilst remaining hidden, making him a stealthy assassin; elusive and unmatched in his ability to ambush his opponents. However, bear in mind that spending points in bow mastery means that the avatar is still somewhat fragile, particularly in melee combat.

Physical

The physical tree is a shorter, shallower tree than the others. This means it is a good secondary choice, offering skills that will support the avatar's main path of progression. This tree allows the avatar to enhance his speed, fatigue resistance and hit points, which are upgrades that can work well with any of the other main branches of the tree.

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Melee Combat

The melee combat tree transforms the avatar and his bodyguard into an awesome, berserk frontline fighting machine, able to match and even exceed the best cavalry units in the game for sheer close combat impact. At the top of this tree the avatar can increase the size of bodyguard and even gain the ability to shrug off the devastating effect spear units would normally have on cavalry. However, as powerful as the melee combat tree can be, it carries a significant risk: in order to use his skills effectively the avatar must be at the forefront of every attack, always putting himself in harm's way. Should the avatar become over-zealous and fall in battle the morale effect his incapacitation can have on the rest of the army can be devastating.

In addition to the skills tree, another important aspect of the avatar is your ability to substantially alter his appearance with custom armour pieces, weapons, helms, crests and banners. To begin with you have a small selection of items, but as you gain achievements in the game (including single-player) and compete in more and more battles, you will earn additional parts, including hugely ornate and impressive items. If you manage to complete a full set of armour (and there are many to complete) you will also earn an additional retainer that you can play in battles to support your army.

Retainers

A major new element of multiplayer in Shogun 2 is the ability to field retainers. Retainers are advisors, officers, legendary weaponry and relics, and devious agents that you can equip to an empty retainer slot prior to starting battle. Retainers have powerful effects on the battle, such as improving your own troops, handing out penalties to enemy troops, diminishing the power of a fearsome opposing avatar, or supplying you with additional information (like being able to see how your enemy is deploying). Choosing retainers that effectively support your army, or will reduce the effectiveness of the enemy, is vital to achieving victory in Shogun 2.

As your career in Shogun 2 progresses and your power grows, the more retainers you are able field at once, and the greater the number you will have available to you.

When fielding retainers, you have several important choices to make.

First, decide whether to focus on powering-up specific unit types or mix and match effects that cover a wide variety of units. For example, a player could take several retainers that upgrade his matchlock units (such as European Gunsmith and Expert Gun Instructor) and make his matchlock units incredibly powerful. Additionally, if he has a few veteran matchlock units available to him this will allow him to field an army that could absolutely annihilate an opponent under withering volleys of fire. However, if his opponent has come with an army that is heavy on cavalry or cheap melee units such as Loan Sword Ashigaru then no amount of matchlock upgrades will help: he won't have enough protection from the cavalry, and won't have enough of a solid frontline to hold back the mass of cheap melee troop engulfing him. This is why players also need to consider a balanced mixed of retainers suited to a balanced army.

Second, players must make the choice between improving their own troops with retainers, or reducing the effectiveness of the enemy. Retainers that reduce the effectiveness of the enemy are more powerful, but whenever you use them you run the risk that your opponent is not really relying on the units you're disempowering, or that he isn't using them at all.

Third, players need to choose between powering up a large portion of their army, a small portion of their army (a very particular type of unit for example) or just the avatar himself. Each carries pros and cons.

The creation of an effective army, and combining it with the right choice of retainers, is a deep and rewarding part of Shogun 2 multiplayer. There is no right or wrong way to create an army; everything depends on the strategy you adopt, the pool of veterans you build up, the battlefield on which you're playing, your own play-style, and the style of your opponent.

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Veteran Units

Units that perform exceptionally in battles can be retained and added to your roster of veteran units. Whenever you set up your army for battle you can choose to play veteran units that you've retained, as an alternative to standard units. Once a unit has become veteran you can alter its appearance and customize its colors.

Veteran units accrue experience for every battle in which they fight, earning more experience the more kills they get. For each level of experienced gained, a veteran unit can spend a point in various areas; unlocking new skills, upgrading their stats, or improving their abilities.

High-level veteran units are a force to be reckoned with on the battlefield, and rightly feared. However, the more experienced a veteran unit is the more expensive it is to field. Wise commanders will employ a mixture of veteran and standard units, combining both quality and quantity.

Additionally, veteran units that take casualties must rest between battles to regain their strength, making it prudent for players to employ a wide range of veteran units in order to spread the load of repeated battles.

An important point when building up a pool of veteran units is that you aren't forced to upgrade a veteran unit's capabilities as soon as it gains a level of experience. Veteran units with more skills cost more to field in battle, so it is not always best to go straight for the best veterans you have available. As a result cunning players retain a wide variety of different veteran units at different levels of experience, giving them a varied palette of units with different level of effectiveness to call upon; a few maximum level units, a few mid-level units, and of course a few low-level units with only a couple of veteran upgrades. This allows players the most flexibility.

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The Clan Competition

In Shogun 2 players can choose to join clans. This allows them to band together with other players in order to compete against other clans in the Clan Competition.

Once a player has joined a clan every matchmade battle (including team matchmade battles alongside clanmates) he fights in a province on the Conquest Map contributes clan influence points to that province. Multiple players of the same clan can attack the same province, ramping up that clan's influence in that area. Of course other clans will be attacking the same or other locations, also increasing their level of influence. At any one time the clan with the most influence in a province is deemed to hold that province. The clan that holds the most provinces at the end of each clan competition season is declared the winner.

The clan competition is arranged into tiers and groups. Finish a season at the top of your group and you'll move up to the next tier. Finish at the bottom and you'll move down a tier. At the very top tier of play a single group exists, and the winner of this group is officially the most successful Shogun 2 clan in the world, a true achievement.

Aside from the thrill of competition there are a few important benefits to being in a clan in Shogun 2. Firstly, joining a clan allows you to unlock exclusive upgrades for your veteran units that would not be available otherwise. For example, a clan specialising in bow units allows its members to unlock special skills for its veteran bow units.

Secondly, each and every battle you fight on behalf of your clan earns you clan tokens. These tokens are a prerequisite for buying some of the more advanced upgrades for your veteran units, and can also be spent on resetting and reworking your avatar's skills tree.

Leaderboards

Shogun 2 has an extensive set of leaderboards for players to sink their teeth into. There are eight separate standard leaderboards available: solo and team ladders (from 2v2 up to 4v4), with naval and land variations of both. The leaderboards are fully browseable in-game, allowing players to view the statistics of all the other players and teams on each ladder, as well as their friends and clanmates, and of course their closest competition on the ladder.

Players and teams are ranked on the ladders via their skill ratings. Every matchmade battle you fight contributes to your skill rating, positively or negatively based on whether you won or lost.

Players who have completed the whole of the Conquest Map are eligible for the elite Shogun Ladder. This ladder aggregates your performance across all the other ladders, and seeks to find the ultimate Total War: Shogun 2 player. Only the best-of-the-best have a hope of ever being top of the Shogun Ladder.

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Campaigns

Longer campaigns require you to understand your opponent as best as you can. You might get through a specific battle on sheer guts and a reliable strategy, but facing the same person consistently gives them plenty of chances to figure out what you do best.

For example, if you use long spear lines, swordsmen for flanking, and archer support, your enemies will figure out that you're not a cavalry person. That lack of mobility is something that they can exploit. On the flipside, someone who uses cavalry as their backbone can be forced into a horrible confrontation by someone who keeps their archers and spearmen up in a forest.

There are counters for all techniques, and all of the counters have their own counters as well. Knowing your enemy, seeing the forces that they deploy, and countering their strategy is the best way to play the game.

Analyze each army that your opponents field. See if they like a balanced approach or if they lean on a specific unit type. When a weakness appears, your future battles should lean somewhat heavily on countering the enemy's favorite troop type or abusing their lack of another. This is a win-win situation for you. Opponents that let you do this are likely to lose outright. Others will adjust and switch to a different configuration of troops, but that is making them change things, question their techniques, and could put them on shakier footing. When someone tries an army that they're not used to handling, it is more likely that they will blunder.

Become proficient with as many tools as possible. Pay more attention to units that you "just don't like or understand" and devote less time to units that are your favorites. Competence with all troop types is much faster than mastery, and you will find that competence is the more important skill level. Being incompetent (with anything) can ruin you!

Match Made Battles

Single battles against an unknown opponent are harder to predict. You won't be able to set up an army or fleet that counters any known quantity. Instead, you must be ready to adjust your tactics on the fly and hit the enemy with your chosen methods before they adapt.

For some people, that means taking a balanced army and being able to go in any direction. Don't let that be your only choice. It's entirely possible to have a specialized army/fleet and still win the day. As an example, think about a fleet of boarding vessels. This will do extremely well against an opponent that set themselves up with medium and heavy vessels of their own. It could fail miserably if anyone put most of their points into lighter Boy Kobayas and knew how to play the running game, but that's the risk you take.

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Players that spend most of their time fighting the computer have the most to fear from their early encounters with human opponents. The difference in fighting style is massive, so the following are a few tips to help you prepare.

Don't Sit Back and Let Enemies Come to You

Humans are less likely to walk into traps than computer players; they won't do it often, at least. Against a human opponent you can set up your army in a great spot, but be ready for enemies to spend entire minutes shifting positions to hit your army from a better angle.

Always watch your flanks and rear to prepare for this. If there is a clean angle of attack against your army, assume that the enemy is moving around to it. Don't leave your general in back, for this very reason. You might be distracted by the main fighting and fail to see some Kisho Ninja slip away to engage Stealth and ambush your leader.

Also, have some infantry deployed as a rear guard. If nobody shows up to attack them, these troops make an excellent late-battle reinforcement for a unit that has taken major losses or is heavily fatigued.

By the same token, don't let your enemies set up an ideal ambush. If they stop moving and repositioning, take a minute to watch the enemies' units and see if there is an opening that you can exploit. There might not be. Even if that's the case, the extra time forces your opponents to wait, worry, and second-guess themselves. Stay out of missile range during this time unless your forces have even more ranged troops. When that's the case, attack with all of your archers/gunmen and whittle down the enemy forces. Nothing tests a person's resolve like taking losses at range, even if they can sustain those casualties. The defender might just give up the high ground and rush you!

Key Buildings

Key Buildings are an optional new feature for multiplayer battles in Total War: Shogun 2. These are objectives that are spread through the map, and can be taken by enterprising players.

Key Buildings confer bonuses on the army of the player who captures them, making them highly desirable. However players need to think carefully about how they position and utilize their troops when capturing them. Sending lone units off to all corners of the map to take these objectives almost certainly guarantee that they will get killed. Equally, splitting your army at all often means it will lose to an army that stays together.

Taking Key Buildings is a risk, not an automatic choice. It's down to your strategy and skill as to whether you can make that risk pay off. Understanding how they work and formulating strategies on each map in order to take the objectives is key to success in multiplayer.

There are several types of Key Buildings, all with different effects on the army that captures them. The Archery Dojo increases the rate of fire of all ranged units (including matchlocks and siege units), and also slowly replenishes ammunition to nearby units. The Sword Dojo increases the melee attack and charge bonus of all units. The Workshop increases the armour and melee defence of all units. The Shrine increase the morale of all units. And finally the Farmhouse increases the movement speed and fatigue resistance of all units.

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Siege Defence

Siege defence is much harder against human players. They scan the walls for any point that doesn't have defenders. Unless you can coat the entire walls with people, you can bet that the empty spots will be used for climbing. This will be timed so that other units are attacking the gatehouses as well (especially if they've been sabotaged).

Sending cavalry through open gates just as other units are climbing in can make a siege go to pieces. Don't plan on a happy ranged killfest like you often see in AI sieges. Humans are either going all in or will hold back and use siege weapons or special tricks to win the day. They are unlikely to move past your walls and let the kills roll in for minutes on end.

If you don't have enough people to guard the walls, have a few units stay mobile and shadow the movements of enemy units. When they walk toward a section of wall, send a unit to the edge and get ready to fight. Pull back if their forces abandon their assault, and start moving as soon as they decide on a new location. Katana Samurai are good at this because they're so quick to chop up most units that can climb in. This is also a time when cavalry can shine on defence. They don't work very well during AI sieges, but cavalry can hit human units that make it into your keep with a sudden, fierce charge. That's superb for shattering the Morale of units that get in. Keep a unit of Yari Ashigaru near the active gatehouses to kill fleeing soldiers while they run away from such charges.

Sieges on Offence

In defence humans respond viciously. They'll pull people from the walls and murder anyone who tries for an instant win. It's possible to use that to your advantage.

You can send a unit that has no chance of surviving into the center of an enemy keep during a siege. It's not hard to get someone, somewhere inside. By rushing the center, you startle most opponents. There is a decent chance that they'll overreact and send more units than are necessary to stop the attack on their keep.

During this distraction, you have the chance to push harder and make more inroads against the perimeter. Get more people up the walls and into the keep itself. Once there, you're in a far better position to win the day. Fear is your weapon, and a frightened opponent can abandon their strategy in a time of crisis. Kisho Ninja are amazingly good for that. Sudden attacks against the enemy's general or keep are likely to draw a disproportionate response.

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Distractions

Few humans let themselves be distracted by fast cavalry in the same way that computers do. Humans won't send slower units off into the middle of nowhere chasing your horsemen. Why would they; the players realize that they can't catch you.

This too can be exploited. Have your horsemen try to lead off enemies, but don't be surprised if they ignore you somewhat or just have missile troops fire on your position. That's not a problem. Pull back and make it look like you're foiled. However, keep moving afterward and get all the way around your opponent's line. Get off behind a forest and wait there if no one is chasing you. Let the main battle proceed, and have your horsemen lurk. Bring them back later in the battle, when your enemy is hopefully distracted. Hitting any exposed archers or generals is a major victory. Watch out for Yari or Naginata troops in the rear guard, as they're the most likely units to counter your sneak attack.

How to Kill the Smartest Generals

Humans learn quickly not to have their generals stray too far from defensive forces. So, it's hard to jump them when your enemy is well prepared and keeps their generals hidden by the frontline and a rear guard.

Put pressure on the opponent by switching many units of ranged troops onto the enemy leader in a sudden burst. This kills many bodyguards quickly and should frighten your target. They might be in the middle of their army, but suddenly death is a real threat. If the general stays in place, they'll die. If they run, you've reduced their area of influence by pushing the leader away from his frontline troops.

When you're the one taking fire in this manner, consider pulling your general outside of missile range and using Stand and Fight to keep your army inside the command radius. You won't be able to Inspire or Rally your people without a substantial delay, but it's a good way to survive and still play a part in the battle.

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Appendices

LAND UNITS

Spear Cavalry

Spear cavalry are a deadly charging force that hits like the end of the world. Even Light Cavalry, the weakest in this class, is good at moving into position quickly and slamming units that haven't protected their flanks or rear. That is the essence of this group. They look for vulnerable archers or for melee units that are tied up in battle already. Attacks like this break morale in short order.

Don't send spear cavalry troops off on their own to battle units that are fresh and prepared. This is often a waste of expensive soldiers that could be better used elsewhere in the battle!

UNIT NAME GREAT GUARD

Recruitment Cost	1200	Melee Defence	5
Upkeep Cost	300	Armour	6
Melee Attack	12	Morale	15
Charge Bonus	35	Speed	8
Bonus Vs. Cavalry	10		

STRENGTHS AND WEAKNESSES

Strong charge, but weak in prolonged encounters, Good Vs. Cavalry, Vulnerable to spear infantry

REQUIREMENTS

Bajutsu Master Dojo, Naginata Dojo, Warhorses

UNIT NAME TAKEDA GREAT GUARD

Recruitment Cost	1100	Melee Defence	6
Upkeep Cost	250	Armour	6
Melee Attack	14	Morale	16
Charge Bonus	35	Speed	8
Bonus Vs. Cavalry	10		

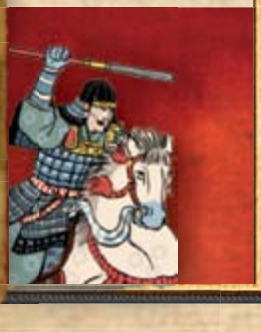
STRENGTHS AND WEAKNESSES

Strong charge, but weak in prolonged encounters, Good Vs. Cavalry, Vulnerable to spear infantry

REQUIREMENTS

Bajutsu Master Dojo, Naginata Dojo, Warhorses

UNIT NAME LIGHT CAVALRY



Recruitment Cost	400	Melee Defence	1
Upkeep Cost	100	Armour	2
Melee Attack	4	Morale	8
Charge Bonus	20	Speed	12
Bonus Vs. Cavalry	5		

STRENGTHS AND WEAKNESSES

Strong charge, but weak in prolonged encounters, Good Vs. Cavalry, Vulnerable to spear infantry

REQUIREMENTS

Stables

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UNIT NAME TAKEDA LIGHT CAVALRY

Recruitment Cost	450	Melee Defence	2
Upkeep Cost	75	Armour	2
Melee Attack	5	Morale	10
Charge Bonus	20	Speed	12
Bonus Vs. Cavalry	5		

STRENGTHS AND WEAKNESSES

Strong charge, but weak in prolonged encounters, Good Vs. Cavalry, Vulnerable to spear infantry

REQUIREMENTS

Stables

UNIT NAME YARI CAVALRY

Recruitment Cost	800	Melee Defence	2
Upkeep Cost	200	Armour	4
Melee Attack	6	Morale	10
Charge Bonus	25	Speed	12
Bonus Vs. Cavalry	10		

STRENGTHS AND WEAKNESSES

Strong charge, but weak in prolonged encounters, Good Vs. Cavalry, Vulnerable to spear infantry

REQUIREMENTS

Warhorse Stables, Yari Drill Yard, Warhorses

UNIT NAME TAKEDA YARI CAVALRY

Recruitment Cost	700	Melee Defence	4
Upkeep Cost	175	Armour	4
Melee Attack	8	Morale	12
Charge Bonus	30	Speed	12
Bonus Vs. Cavalry	10		

STRENGTHS AND WEAKNESSES

Strong charge, but weak in prolonged encounters, Good Vs. Cavalry, Vulnerable to spear infantry

REQUIREMENTS

Warhorse Stables, Yari Drill Yard, Warhorses

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Bow Cavalry

Bow Cavalry take an immense amount of micromanagement to get the most out of them. They're nimble and troublesome, but they can't usually inflict high casualties like other mounted units.

Instead, these are some of your best people for triggering enemy blunders. If an enemy isn't giving you a keen flank to attack, have your Bow Cavalry ride off to the side and start picking on a few units. See if they're foolish enough to break rank and come after you. If they do, back off and keep firing. Repeat this until the enemy strings out their defensive forces. That's when the rest of your army gets its opportunity to strike!

UNIT NAME BOW CAVALRY

Recruitment Cost	750	Accuracy	30	Morale	10	Speed	10
Upkeep Cost	200	Reloading Skills	15				
Melee Attack	6	Ammunition	20				
Charge Bonus	10	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	4				
Range	150						

STRENGTHS AND WEAKNESSES

Good ranged unit for distracting and wounding enemies, but avoid other ranged units

REQUIREMENTS

Warhorse Stables, Archery Dojo, Warhorses

UNIT NAME TAKEDA BOW CAVALRY

Recruitment Cost	650	Accuracy	35	Morale	12	Speed	10
Upkeep Cost	175	Reloading Skills	20				
Melee Attack	7	Ammunition	20				
Charge Bonus	11	Melee Defence	3				
Bonus Vs. Cavalry	0	Armour	4				
Range	150						

STRENGTHS AND WEAKNESSES

Good ranged unit for distracting and wounding enemies, but avoid other ranged units

REQUIREMENTS

Warhorse Stables, Archery Dojo, Warhorses

Sword Cavalry

Katana Cavalry aren't as much of the hit-and-run fiends that you find with Yari Cavalry (their spear-wielding equivalents). Instead, these sword users are a bit heavier and go after units that can't be trashed in a single charge. You can trust them to last longer if they are attacked.

UNIT NAME KATANA CAVALRY

Recruitment Cost	950	Melee Defence	6
Upkeep Cost	200	Armour	6
Melee Attack	16	Morale	12
Charge Bonus	15	Speed	8
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong against non-spear infantry, vulnerable to ranged units and spear infantry

REQUIREMENTS

Warhorse Stables, Sword School, Warhorses

UNIT NAME TAKEDA KATANA CAVALRY

Recruitment Cost	850	Melee Defence	7
Upkeep Cost	175	Armour	6
Melee Attack	18	Morale	14
Charge Bonus	15	Speed	8
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong against non-spear infantry, vulnerable to ranged units and spear infantry

REQUIREMENTS

Warhorse Stables, Sword School, Warhorses

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Generals

All Generals are equal in the beginning. They have the same bodyguards and the same stats. It's only after gaining in rank and spending points (or grabbing retainers) that they start to differentiate.

In any event, General units are heavy fighters with good enough armour. They're roughly between Yari and Katana Cavalry in this way. The low numbers of these units prevent them from being major combatants on the field. If you absolutely need someone to hit an enemy unit, make sure that the General does it from behind, with a charge, and then get out of there soon after. Don't let these guys stay in a protracted encounter.

- Ashikaga Haruuji
- Chosokabe Motochika
- Date Masamune
- Hattori Hanzo
- Hojo Tsunanari
- Hojo Ujiyasa
- Imagawa Ujichika
- Imagawa Yoshimoto
- Ishida Mitsunari
- Kobayakawa Hideaki
- Mori Motonari
- Oda Nobunaga
- Shimazu Yoshihiro
- Shimazu Yoshihiro
- Shimotsuma Nakayuki
- General
- Takeda Katsuyori
- Takeda Nobukado
- Takeda Shingen
- Tokugawa Ieyasu
- Uesugi Kenshin
- Uesugi Norimasa

Recruitment Cost	300	Melee Defence	6
Upkeep Cost	100	Armour	5
Melee Attack	14	Morale	15
Charge Bonus	15	Speed	8
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Area of Effect Morale Boost, Lowers Morale if Slain

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Bow Infantry

Archers don't seem like great killers when you first play the game and have a few small battles. They're vulnerable and have limited ammunition, and their kill tally doesn't wrack up quickly. All of those things are true. It's even possible for their attacks to hit allies that get too close to the enemies that are being fired upon.

So what makes archers essential? Watch what happens during a large or lengthy battle. Archers start off as the slow killers, but they keep firing for a long time. When other units are losing numbers or are exhausted, the archers just keep on going. This is doubly the case if you are defending a keep of some sort. Archers that use walls for cover can tick away at your enemies for minutes at a time. Eventually, the units they're attacking will be in tatters.

Don't expect great things out of archers for a battle with a single fast charge, but remember to leave these defensive units at keep points to help protect your clan's resources. A good archer with a strong unit in front of their line can pay for themselves many times over.

UNIT NAME: BOW ASHIGARU

Recruitment Cost	350	Accuracy	25	Morale	3	Speed	4
Upkeep Cost	75	Reloading Skills	20				
Melee Attack	2	Ammunition	20				
Charge Bonus	2	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	150						

STRENGTHS AND WEAKNESSES
Basic ranged unit that is weak to any direct attack

REQUIREMENTS
Fort

UNIT NAME: CHOSOKABE BOW ASHIGARU

Recruitment Cost	300	Accuracy	30	Morale	3	Speed	4
Upkeep Cost	70	Reloading Skills	25				
Melee Attack	3	Ammunition	20				
Charge Bonus	3	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	1				
Range	150						

STRENGTHS AND WEAKNESSES
Basic ranged unit that is weak to any direct attack

REQUIREMENTS
Fort

UNIT NAME: HATTORI BOW ASHIGARU

Recruitment Cost	400	Accuracy	25	Morale	3	Speed	4
Upkeep Cost	100	Reloading Skills	20				
Melee Attack	2	Ammunition	20				
Charge Bonus	2	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	150						

STRENGTHS AND WEAKNESSES
Basic ranged unit that is weak to any direct attack

REQUIREMENTS
Fort

UNIT NAME: ODA BOW ASHIGARU

Recruitment Cost	300	Accuracy	30	Morale	3	Speed	4
Upkeep Cost	55	Reloading Skills	30				
Melee Attack	3	Ammunition	20				
Charge Bonus	3	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	1				
Range	150						

STRENGTHS AND WEAKNESSES
Basic ranged unit that is weak to any direct attack

REQUIREMENTS
Fort

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UNIT NAME BOW HERO

Recruitment Cost	1650	Accuracy	80	Morale	40	Speed	4
Upkeep Cost	250	Reloading Skills	80				
Melee Attack	8	Ammunition	40				
Charge Bonus	10	Melee Defence	6				
Bonus Vs. Cavalry	0	Armour	7				
Range	200						

STRENGTHS AND WEAKNESSES

Strong ranged unit with somewhat higher defensive skills and considerable morale

REQUIREMENTS

Legendary Kyuto School

UNIT NAME CHOSOKABE BOW HERO

Recruitment Cost	1550	Accuracy	90	Morale	40	Speed	4
Upkeep Cost	20	Reloading Skills	90				
Melee Attack	10	Ammunition	40				
Charge Bonus	15	Melee Defence	8				
Bonus Vs. Cavalry	0	Armour	7				
Range	200						

STRENGTHS AND WEAKNESSES

Strong ranged unit with somewhat higher defensive skills and considerable morale

REQUIREMENTS

Legendary Kyuto School

UNIT NAME BOW SAMURAI

Recruitment Cost	750	Accuracy	40	Morale	8	Speed	4
Upkeep Cost	150	Reloading Skills	60				
Melee Attack	6	Ammunition	20				
Charge Bonus	6	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	4				
Range	150						

STRENGTHS AND WEAKNESSES

Mid-tier archery unit that has more resilience in melee and higher lethality at range

REQUIREMENTS

Archery Dojo

UNIT NAME CHOSOKABE BOW SAMURAI

Recruitment Cost	600	Accuracy	50	Morale	8	Speed	4
Upkeep Cost	125	Reloading Skills	70				
Melee Attack	7	Ammunition	20				
Charge Bonus	9	Melee Defence	3				
Bonus Vs. Cavalry	0	Armour	4				
Range	150						

STRENGTHS AND WEAKNESSES

Mid-tier archery unit that has more resilience in melee and higher lethality at range

REQUIREMENTS

Archery Dojo

UNIT NAME HATTORI BOW SAMURAI

Recruitment Cost	750	Accuracy	40	Morale	8	Speed	4
Upkeep Cost	200	Reloading Skills	60				
Melee Attack	6	Ammunition	20				
Charge Bonus	6	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	4				
Range	150						

STRENGTHS AND WEAKNESSES

Mid-tier archery unit that has more resilience in melee and higher lethality at range

REQUIREMENTS

Archery Dojo

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UNIT NAME BOW WARRIOR MONKS

Recruitment Cost	1000	Accuracy	50	Morale	12	Speed	4
Upkeep Cost	220	Reloading Skills	65				
Melee Attack	4	Ammunition	20				
Charge Bonus	6	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	2				
Range	175						

STRENGTHS AND WEAKNESSES

Expensive unit that works best in massive armies

REQUIREMENTS

Monastery, Foot Archery Range, Relgion: Shinto-Buddhism

UNIT NAME CHOSOKABE BOW WARRIOR MONKS

Recruitment Cost	950	Accuracy	60	Morale	12	Speed	4
Upkeep Cost	200	Reloading Skills	70				
Melee Attack	4	Ammunition	20				
Charge Bonus	6	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	2				
Range	175						

STRENGTHS AND WEAKNESSES

Expensive unit that works best in massive armies

REQUIREMENTS

Monastery, Foot Archery Range, Relgion: Shinto-Buddhism

UNIT NAME UESUGI BOW WARRIOR MONKS

Recruitment Cost	950	Accuracy	50	Morale	13	Speed	4
Upkeep Cost	200	Reloading Skills	65				
Melee Attack	4	Ammunition	20				
Charge Bonus	6	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	2				
Range	175						

STRENGTHS AND WEAKNESSES

Expensive unit that works best in massive armies

REQUIREMENTS

Monastery, Foot Archery Range, Relgion: Shinto-Buddhism

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Heavy Infantry

Heavy infantry units don't have much in the way of weaknesses. They aren't specialized for killing anything. They're good against cavalry, archers, spear users, and so on. They're weakest against sword-wielding units, but it's not a pronounced weakness. A good Naginata Samurai can still fight off a Katana Samurai under the right conditions.

Why use these units? Because a good middle of the road fighter is always a good thing to have. You don't always know which enemies will be lurking on the road ahead, and you can't go wrong with these chaps.

Why shouldn't you fill an entire army with them? Lacking specialized units can be fatal. You want to have people that excel at various tasks because some enemy forces are so lopsided that a couple of specialists can turn the tide of an entire battle.

Take the middle path and include some of these units in each army. You'll be glad you did. Keep them up front and watch the enemy dither about what to send in first. Katana users would be best, but that means your archers get to have fun chewing them up!

UNIT NAME NAGINATA SAMURAI

Recruitment Cost	750	Melee Defence	6
Upkeep Cost	150	Armour	9
Melee Attack	9	Morale	10
Charge Bonus	12	Speed	4
Bonus Vs. Cavalry	15		

STRENGTHS AND WEAKNESSES

Strong all-around unit that has few weaknesses

REQUIREMENTS

Naginata Dojo

UNIT NAME HATTORI NAGINATA SAMURAI

Recruitment Cost	750	Melee Defence	6
Upkeep Cost	200	Armour	9
Melee Attack	9	Morale	10
Charge Bonus	12	Speed	4
Bonus Vs. Cavalry	15		

STRENGTHS AND WEAKNESSES

Strong all-around unit that has few weaknesses

REQUIREMENTS

Naginata Dojo

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UNIT NAME NAGINATA WARRIOR MONK

Recruitment Cost	900	Melee Defence	7
Upkeep Cost	200	Armour	2
Melee Attack	12	Morale	15
Charge Bonus	12	Speed	4
Bonus Vs. Cavalry	10		

STRENGTHS AND WEAKNESSES

Weak armour and vulnerable to ranged attacks, but consistently good in melee

REQUIREMENTS

Monastery, Naginata Dojo, Relgion: Shinto-Buddhism

UNIT NAME UESUGI WARRIOR MONKS

Recruitment Cost	800	Melee Defence	6
Upkeep Cost	175	Armour	2
Melee Attack	14	Morale	15
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	10		

STRENGTHS AND WEAKNESSES

Weak armour and vulnerable to ranged attacks, but consistently good in melee

REQUIREMENTS

Monastery, Naginata Dojo, Relgion: Shinto-Buddhism

UNIT NAME ONNA BUSHI

Recruitment Cost	N/A	Melee Defence	5
Upkeep Cost	N/A	Armour	4
Melee Attack	10	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	10		

STRENGTHS AND WEAKNESSES

Female naginata warriors that are strong on attack but weaker on survival than generic Naginata Samurai

REQUIREMENTS

Defend specific areas when attacked

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Matchlock Infantry

Gunpowder units like these matchlock users are good troops to rely on for siege defense. They're decent out in the field as well, but you need to keep them well away from enemy attackers (especially anything fast moving that can close the gap during the unit's slow reload times).

UNIT NAME: IMPORTED MATCHLOCK ASHIGARU

Recruitment Cost	900	Accuracy	35	Morale	3	Speed	4
Upkeep Cost	125	Reloading Skills	10				
Melee Attack	2	Ammunition	15				
Charge Bonus	2	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	100						

STRENGTHS AND WEAKNESSES
Ranged units with high damage, weak to direct attack

REQUIREMENTS
Nanban Trade Port

UNIT NAME: MATCHLOCK ASHIGARU

Recruitment Cost	300	Accuracy	30	Morale	3	Speed	4
Upkeep Cost	100	Reloading Skills	5				
Melee Attack	2	Ammunition	15				
Charge Bonus	2	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	100						

STRENGTHS AND WEAKNESSES
Ranged units with high damage, weak to direct attack

REQUIREMENTS
Fort, Gunpowder Mastery

UNIT NAME: HATTORI MATCHLOCK ASHIGARU

Recruitment Cost	300	Accuracy	30	Morale	3	Speed	4
Upkeep Cost	100	Reloading Skills	5				
Melee Attack	2	Ammunition	15				
Charge Bonus	2	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	100						

STRENGTHS AND WEAKNESSES
Ranged units with high damage, weak to direct attack

REQUIREMENTS
Fort, Gunpowder Mastery

UNIT NAME: IKKO IKKI MATCHLOCK ASHIGARU

Recruitment Cost	300	Accuracy	25	Morale	4	Speed	4
Upkeep Cost	100	Reloading Skills	5				
Melee Attack	2	Ammunition	15				
Charge Bonus	2	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	100						

STRENGTHS AND WEAKNESSES
Ranged units with high damage, weak to direct attack

REQUIREMENTS
Fort, Gunpowder Mastery, Religion: Ikko

UNIT NAME: ODA MATCHLOCK ASHIGARU

Recruitment Cost	250	Accuracy	35	Morale	3	Speed	4
Upkeep Cost	75	Reloading Skills	15				
Melee Attack	3	Ammunition	15				
Charge Bonus	3	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	1				
Range	100						

STRENGTHS AND WEAKNESSES
Ranged units with high damage, weak to direct attack

REQUIREMENTS
Fort, Gunpowder Mastery

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UNIT NAME MATCHLOCK SAMURAI

Recruitment Cost	700	Accuracy	50	Morale	8	Speed	4
Upkeep Cost	150	Reloading Skills	20				
Melee Attack	6	Ammunition	15				
Charge Bonus	6	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	4				
Range	100						

STRENGTHS AND WEAKNESSES

Ranged units with high damage, weak to direct attack

REQUIREMENTS

Gunsmith

UNIT NAME HATTORI MATCHLOCK SAMURAI

Recruitment Cost	700	Accuracy	50	Morale	8	Speed	4
Upkeep Cost	200	Reloading Skills	20				
Melee Attack	6	Ammunition	15				
Charge Bonus	6	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	4				
Range	100						

STRENGTHS AND WEAKNESSES

Ranged units with high damage, weak to direct attack

REQUIREMENTS

Gunsmith

UNIT NAME MATCHLOCK WARRIOR MONKS

Recruitment Cost	750	Accuracy	60	Morale	12	Speed	4
Upkeep Cost	250	Reloading Skills	30				
Melee Attack	4	Ammunition	15				
Charge Bonus	6	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	2				
Range	100						

STRENGTHS AND WEAKNESSES

Faster reloading and higher accuracy makes these units very lethal, especially during defensive battles

REQUIREMENTS

Monastery, Jodo Shinshu Monastery, Gunsmith, Relgion: Shinto-Buddhism

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Spear Infantry

Spear infantry chop through cavalry in little time and with relatively few casualties. Considering the cost of most mounted units, this ends up being a brutal defeat for the cavalry user.

Spear units are often quite large and don't cost much to upkeep. This helps them excel at wall defense during sieges. Amusingly, they're also good at rushing the walls as attackers. The units' high soldier count allows them to suffer the attrition during these large battles and still have enough people to hold the line while more vulnerable and expensive soldiers hurry through the openings.

Another classic use of spear units is to keep them in front of an army. These guys are so cheap that you don't worry much when arrows or bullets chop some of them down. That's callous, but it's the way of war. Keep your missile units and more powerful melee units screened by Yari Ashigaru while your forces get in position. If the Yari Ashigaru start to wavering, Rally or Inspire them with your General to avoid a route that might hurt morale.

UNIT NAME YARI ASHIGARU

Recruitment Cost	250	Melee Defence	3
Upkeep Cost	75	Armour	2
Melee Attack	3	Morale	5
Charge Bonus	1	Speed	4
Bonus Vs. Cavalry	20		

STRENGTHS AND WEAKNESSES

Large units, lethal to cavalry, weak to sword infantry, and has low morale

REQUIREMENTS

Fort

UNIT NAME HATTORI YARI ASHIGARU

Recruitment Cost	250	Melee Defence	3
Upkeep Cost	100	Armour	2
Melee Attack	3	Morale	5
Charge Bonus	1	Speed	4
Bonus Vs. Cavalry	20		

STRENGTHS AND WEAKNESSES

Large units, lethal to cavalry, weak to sword infantry, and has low morale

REQUIREMENTS

Fort

UNIT NAME IKKO IKKI YARI ASHIGARU

Recruitment Cost	250	Melee Defence	2
Upkeep Cost	75	Armour	2
Melee Attack	2	Morale	6
Charge Bonus	1	Speed	4
Bonus Vs. Cavalry	20		

STRENGTHS AND WEAKNESSES

Large units, lethal to cavalry, weak to sword infantry, and has low morale

REQUIREMENTS

Fort

UNIT NAME ODA YARI ASHIGARU

Recruitment Cost	200	Melee Defence	4
Upkeep Cost	50	Armour	2
Melee Attack	4	Morale	5
Charge Bonus	1	Speed	4
Bonus Vs. Cavalry	20		

STRENGTHS AND WEAKNESSES

Suprisingly tough and resilience for such a low cost

REQUIREMENTS

Fort

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UNIT NAME YARI HERO

Recruitment Cost	1550	Melee Defence	15
Upkeep Cost	250	Armour	8
Melee Attack	10	Morale	40
Charge Bonus	20	Speed	4
Bonus Vs. Cavalry	25		

STRENGTHS AND WEAKNESSES

Ultimate cavalry killer, weak to swordsmen or ranged attackers

REQUIREMENTS

Legendary Sojutsu School

UNIT NAME YARI RONIN

Recruitment Cost	750	Melee Defence	10
Upkeep Cost	150	Armour	5
Melee Attack	8	Morale	12
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	25		

STRENGTHS AND WEAKNESSES

Solid melee attacker, avoid swordsmen, go after cavalry

REQUIREMENTS

Special Recruitment

UNIT NAME YARI SAMURAI

Recruitment Cost	700	Melee Defence	8
Upkeep Cost	150	Armour	5
Melee Attack	6	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	25		

STRENGTHS AND WEAKNESSES

Solid melee attacker, avoid swordsmen, go after cavalry

REQUIREMENTS

Yari Drill Yard

UNIT NAME HATTORI YARI SAMURAI

Recruitment Cost	700	Melee Defence	8
Upkeep Cost	200	Armour	5
Melee Attack	6	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	25		

STRENGTHS AND WEAKNESSES

Solid melee attacker, avoid swordsmen, go after cavalry

REQUIREMENTS

Yari Drill Yard

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Special Infantry

Fire Bomb Throwers are hard to use in the open field. They're a danger to your own people if the armies have already collided, and they're slow to attack. Thus, it's hard to engage the enemies safely ahead of time.

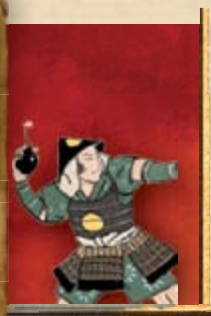
Instead, these troops are best deployed as defenders in a siege. They get more time to attack, the protection offered by castle walls, and the ability to damage the morale of the oncoming troops. Even better is that they take up little room on the walls, so you can still stack the area with archers, matchlocks units, or spearmen.

Kisho Ninja are wicked, though they demand more micromanagement than anything else (except maybe Bow Cavalry). Using Stealth, these units can disappear for a short time and engage enemy units in surprise attacks that are quite deadly.

Did someone leave their flank exposed? Oops. Here are Ninja, eating your Matchlock Ashigaru. Forget to leave people up by the tenshu of your castle? Our Ninja climbed the wall and now they're rushing to capture it.

These tricks don't always succeed, but you know what's wonderful about them? They freak people out. Regardless of your opponent, disruptive attacks like these have the chance to pull enemy troops away from the main battle. By sacrificing one unit (at worst), you might open a flank, distract your target, seize a tenchu, or any number of other goodies.

UNIT NAME FIRE BOMB THROWERS



Recruitment Cost	700	Accuracy	15	Morale	5	Speed	4
Upkeep Cost	150	Reloading Skills	5				
Melee Attack	2	Ammunition	10				
Charge Bonus	2	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	2				
Range	50						

STRENGTHS AND WEAKNESSES

Good against massed enemy troops, lower morale of victims

REQUIREMENTS

Siege Engineer's Workshop

UNIT NAME HOJO FIRE BOMB THROWERS

Recruitment Cost	650	Accuracy	25	Morale	5	Speed	4
Upkeep Cost	125	Reloading Skills	10				
Melee Attack	2	Ammunition	10				
Charge Bonus	2	Melee Defence	2				
Bonus Vs. Cavalry	0	Armour	2				
Range	50						

STRENGTHS AND WEAKNESSES

Good against massed enemy troops, lower morale of victims

REQUIREMENTS

Siege Engineer's Workshop

UNIT NAME KISHO NINJA

Recruitment Cost	800	Accuracy	20	Morale	12	Speed	5
Upkeep Cost	275	Reloading Skills	80				
Melee Attack	14	Ammunition	N/A				
Charge Bonus	20	Melee Defence	8				
Bonus Vs. Cavalry	0	Armour	3				
Range	N/A						

STRENGTHS AND WEAKNESSES

Stealth, great for sneaking into castles, skilled at suddenly ambushing and taking out key units

REQUIREMENTS

Criminal Syndicate

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UNIT NAME HATTORI KISHO NINJA

Recruitment Cost	750	Accuracy	20	Morale	12	Speed	5
Upkeep Cost	250	Reloading Skills	80				
Melee Attack	15	Ammunition	N/A				
Charge Bonus	22	Melee Defence	10				
Bonus Vs. Cavalry	0	Armour	3				
Range	N/A						

STRENGTHS AND WEAKNESSES

Stealth, great for sneaking into castles, skilled at suddenly ambushing and taking out key units

REQUIREMENTS

Criminal Syndicate

UNIT NAME TOKUGAWA KISHO NINJA

Recruitment Cost	750	Accuracy	20	Morale	12	Speed	5
Upkeep Cost	250	Reloading Skills	80				
Melee Attack	15	Ammunition	N/A				
Charge Bonus	22	Melee Defence	10				
Bonus Vs. Cavalry	0	Armour	3				
Range	N/A						

STRENGTHS AND WEAKNESSES

Stealth, great for sneaking into castles, skilled at suddenly ambushing and taking out key units

REQUIREMENTS

Criminal Syndicate

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Sword Infantry

Sword infantry slash through other melee targets. They have to be protected from good missile troops or cavalry charges, but that's done by keeping less expensive Ashigaru in front of the swordsmen early in the fight. Wait until the enemies are close before slipping out from cover to charge your intended victim. This is especially important with the unarmoured No-Dachi Samurai. They get eaten alive unless you keep them safe. Do this and land a successful charge and you'll find that they're worth the effort!

UNIT NAME LOAN SWORD ASHIGARU

Recruitment Cost	400	Melee Defence	2
Upkeep Cost	50	Armour	2
Melee Attack	9	Morale	5
Charge Bonus	10	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong melee attackers that are weak to missile units and cavalry

REQUIREMENTS

Special Recruitment

UNIT NAME KATANA HERO

Recruitment Cost	1600	Melee Defence	10
Upkeep Cost	250	Armour	9
Melee Attack	25	Morale	40
Charge Bonus	28	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Destroy targets that use Yari, Naginate, and Katana

REQUIREMENTS

Legendary Kenjutsu School

UNIT NAME SHIMAZU KATANA HERO

Recruitment Cost	1500	Melee Defence	12
Upkeep Cost	200	Armour	9
Melee Attack	28	Morale	40
Charge Bonus	30	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Destroy targets that use Yari, Naginate, and Katana

REQUIREMENTS

Legendary Kenjutsu School

UNIT NAME KATANA RONIN

Recruitment Cost	800	Melee Defence	6
Upkeep Cost	200	Armour	5
Melee Attack	14	Morale	12
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong melee attackers that are weak to missile units and cavalry

REQUIREMENTS

Special Recruitment

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UNIT NAME KATANA SAMURAI

Recruitment Cost	750	Melee Defence	4
Upkeep Cost	150	Armour	5
Melee Attack	12	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong melee attackers that are weak to missile units and cavalry

REQUIREMENTS

Sword School

UNIT NAME HATTORI KATANA SAMURAI

Recruitment Cost	750	Melee Defence	4
Upkeep Cost	200	Armour	5
Melee Attack	12	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong melee attackers that are weak to missile units and cavalry

REQUIREMENTS

Sword School

UNIT NAME SHIMAZU KATANA SAMURAI

Recruitment Cost	650	Melee Defence	5
Upkeep Cost	125	Armour	5
Melee Attack	14	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong melee attackers that are weak to missile units and cavalry

REQUIREMENTS

Sword School

UNIT NAME NO-DACHI SAMURAI

Recruitment Cost	800	Melee Defence	1
Upkeep Cost	150	Armour	2
Melee Attack	14	Morale	10
Charge Bonus	28	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Pure offensive melee unit, make sure to screen them with heavier allies

REQUIREMENTS

No-Dachi Dojo

UNIT NAME DATE NO-DACHI SAMURAI

Recruitment Cost	700	Melee Defence	2
Upkeep Cost	125	Armour	2
Melee Attack	16	Morale	10
Charge Bonus	32	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Pure offensive melee unit, make sure to screen them with heavier allies

REQUIREMENTS

No-Dachi Dojo

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UNIT NAME HATTORI NO-DACHI SAMURAI

Recruitment Cost	800	Melee Defence	1
Upkeep Cost	200	Armour	2
Melee Attack	14	Morale	10
Charge Bonus	28	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Pure offensive melee unit, make sure to screen them with heavier allies
No-Dachi Dojo

REQUIREMENTS

UNIT NAME SAMURAI RETAINERS

Recruitment Cost	N/A	Melee Defence	5
Upkeep Cost	0	Armour	5
Melee Attack	14	Morale	10
Charge Bonus	15	Speed	4
Bonus Vs. Cavalry	0		

STRENGTHS AND WEAKNESSES

Strong melee attackers that are weak to missile units and cavalry

REQUIREMENTS

Special unit that is gained when a castle is attacked but no general is present

Siege Units

Siege units are used to decrease the advantage of units that are defending heavily fortified areas. All three major types of these weapons are capable of smashing through smaller buildings, gatehouses, and so forth. Cannons can even damage castle walls directly.

Don't stock an army with too many of these heavy units. They're unwieldy and won't win battles for you. Instead, they're present to remove major obstacles. If the enemies hole up in a building, blast it. If there are gates ahead or towers at a castle, destroy those too.

Cannons are the best for trashing a defensive area because they can hurt the walls. Mangonels and Fire Rockets are better against troops, but all three groups are good at what they do.

UNIT NAME EUROPEAN CANNONS

Recruitment Cost	900	Accuracy	55	Morale	2	Speed	4
Upkeep Cost	100	Reloading Skills	30				
Melee Attack	2	Ammunition	10				
Charge Bonus	5	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	500						

STRENGTHS AND WEAKNESSES

Massive range and damage against buildings, can't move after deployment, can't survive direct attack

REQUIREMENTS

Nanban Quarter, Religion: Christianity

UNIT NAME HOJO CANNONS

Recruitment Cost	800	Accuracy	60	Morale	2	Speed	4
Upkeep Cost	75	Reloading Skills	40				
Melee Attack	2	Ammunition	10				
Charge Bonus	5	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	500						

STRENGTHS AND WEAKNESSES

Massive range and damage against buildings, can't move after deployment, can't survive direct attack

REQUIREMENTS

Nanban Quarter, Religion: Christianity

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UNIT NAME FIRE PROJECTING MANGONELS

Recruitment Cost	800	Accuracy	55	Morale	2	Speed	4
Upkeep Cost	100	Reloading Skills	30				
Melee Attack	2	Ammunition	8				
Charge Bonus	5	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	450						

STRENGTHS AND WEAKNESSES

Massive range and damage against buildings, can't move after deployment, can't survive direct attack

REQUIREMENTS

Powder Maker

UNIT NAME HOJO FIRE PROJECTING MANGONELS

Recruitment Cost	700	Accuracy	60	Morale	2	Speed	4
Upkeep Cost	75	Reloading Skills	40				
Melee Attack	2	Ammunition	8				
Charge Bonus	5	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	450						

STRENGTHS AND WEAKNESSES

Massive range and damage against buildings, can't move after deployment, can't survive direct attack

REQUIREMENTS

Powder Maker

UNIT NAME FIRE ROCKETS

Recruitment Cost	950	Accuracy	25	Morale	2	Speed	4
Upkeep Cost	150	Reloading Skills	15				
Melee Attack	2	Ammunition	5				
Charge Bonus	5	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	250						

STRENGTHS AND WEAKNESSES

Mobile siege weapon, Still vulnerable to attack
Arsenal

REQUIREMENTS

UNIT NAME HOJO FIRE ROCKETS

Recruitment Cost	850	Accuracy	35	Morale	2	Speed	4
Upkeep Cost	125	Reloading Skills	20				
Melee Attack	2	Ammunition	5				
Charge Bonus	5	Melee Defence	1				
Bonus Vs. Cavalry	0	Armour	1				
Range	250						

STRENGTHS AND WEAKNESSES

Mobile siege weapon, Still vulnerable to attack

REQUIREMENTS

Arsenal

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NAVAL UNITS

Cannon Ships

Cannon Bune fire broadside and do high damage against enemy naval vessels. They are poorly defended and won't stand up to much punishment, so it's vital to get in position quickly. Start firing on enemies at very long range, and use sturdier vessels to protect the Cannon Bune from direct attacks. Intercept enemies, get in their way, and board them with heavier ships if possible.

UNIT NAME CANNON BUNE

Recruitment Cost	800	Accuracy	40
Upkeep Cost	200	Reloading Skill	40
Marines	0	Hull Strength	200
Seamen	30	Morale	11
Gunners	16		

STRENGTHS AND WEAKNESSES

Massive range and firepower, vulnerable up close or against fast ships

REQUIREMENTS

Drydock

UNIT NAME MORI CANNON BUNE

Recruitment Cost	700	Accuracy	40
Upkeep Cost	150	Reloading Skill	40
Marines	0	Hull Strength	200
Seamen	30	Morale	12
Gunners	16		

STRENGTHS AND WEAKNESSES

Massive range and firepower, vulnerable up close or against fast ships

REQUIREMENTS

Drydock

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Galleon

Galleons are also cannon ships. Turn them broadside toward an attacking force and thin their numbers with cannon fire during the approach. Galleons are large, so they have more defenses if anything gets close to them. These ships are obscenely tough to take down; watch out for swarms of lesser ships that will try to do the job. Intercepting and stalling the enemy fleet at long range is still a good tactic.

UNIT NAME NANBAN TRADE SHIP

Recruitment Cost	1500	Accuracy	40
Upkeep Cost	250	Reloading Skill	40
Marines	100	Hull Strength	400
Seamen	200	Morale	13
Gunners	20		

STRENGTHS AND WEAKNESSES

Good in many ways, but most powerful at massive range while firing broadside into targets

REQUIREMENTS

Nanban Quarter

UNIT NAME MORI NANBAN TRADE SHIP

Recruitment Cost	1200	Accuracy	50
Upkeep Cost	200	Reloading Skill	50
Marines	100	Hull Strength	400
Seamen	200	Morale	14
Gunners	20		

STRENGTHS AND WEAKNESSES

Good in many ways, but most powerful at massive range while firing broadside into targets

REQUIREMENTS

Nanban Quarter

UNIT NAME THE BLACK SHIP

Recruitment Cost	2070	Accuracy	40
Upkeep Cost	510	Reloading Skill	40
Marines	100	Hull Strength	600
Seamen	185	Morale	13
Gunners	48		

STRENGTHS AND WEAKNESSES

Good in many ways, but most powerful at massive range while firing broadside into targets

REQUIREMENTS

Nanban Quarter

Heavy Ships

Heavy ships are loaded with seamen that engage in boarding actions against enemy ships. It's hard to catch faster vessels, so medium ships are your best prey most of the time (unless the enemy makes a mistake and pulls too close to your heavies).

Though you have marines to play the ranged game, don't waste your time with this. The heavy ships win faster and win better when they get down and dirty. This is also the best way to capture enemy vessels for future use.

UNIT NAME HEAVY BUNE

Recruitment Cost	600	Seamen	90
Upkeep Cost	175	Hull Strength	400
Marines	40	Morale	12

STRENGTHS AND WEAKNESSES

Slow and weak against good ranged enemies, but can board almost anything successfully

REQUIREMENTS

Military Port, Naval Expertise

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UNIT NAME MORI HEAVY BUNE

Recruitment Cost	500	Seamen	90
Upkeep Cost	100	Hull Strength	400
Marines	40	Morale	13

STRENGTHS AND WEAKNESSES

Slow and weak against good ranged enemies, but can board almost anything successfully

REQUIREMENTS

Military Port, Naval Expertise

UNIT NAME NIHON MARU

Recruitment Cost	900	Seamen	200
Upkeep Cost	350	Hull Strength	600
Marines	80	Morale	13

STRENGTHS AND WEAKNESSES

Slow and weak against good ranged enemies, but can board almost anything successfully

REQUIREMENTS

Drydock

UNIT NAME MORI NIHON MARU

Recruitment Cost	800	Seamen	200
Upkeep Cost	250	Hull Strength	600
Marines	80	Morale	14

STRENGTHS AND WEAKNESSES

Slow and weak against good ranged enemies, but can board almost anything successfully

REQUIREMENTS

Drydock

UNIT NAME O ATAKA BUNE

Recruitment Cost	800	Seamen	100
Upkeep Cost	275	Hull Strength	500
Marines	60	Morale	12

STRENGTHS AND WEAKNESSES

Slow and weak against good ranged enemies, but can board almost anything successfully

REQUIREMENTS

Drydock

UNIT NAME MORI O ATAKA BUNE

Recruitment Cost	700	Seamen	100
Upkeep Cost	200	Hull Strength	500
Marines	60	Morale	13

STRENGTHS AND WEAKNESSES

Slow and weak against good ranged enemies, but can board almost anything successfully

REQUIREMENTS

Drydock

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Light Ships

Light ships are nimble enough to avoid the big guys and harass them with missile fire. Try to set the heaviest enemy vessels alight with your Bow Kobaya and kill their people with mines or guns from the others. These ships are inexpensive, so don't be surprised if you lose some of them even when you have the numbers to win. On the sea, it isn't usually good to lack for raw firepower. A combined force with several smaller ships and a couple of the heavies is much more effective.

Watch out for medium-sized targets. They're still fast enough to hunt small guys. The Sengoku Bune is especially good at this!

UNIT NAME BOW KOBAYA

Recruitment Cost	150	Seamen	5
Upkeep Cost	50	Hull Strength	100
Marines	40	Morale	11

STRENGTHS AND WEAKNESSES

Fast, Good at range, Can Set other ships on fire

REQUIREMENTS

Harbour

UNIT NAME MORI BOW KOBAYA

Recruitment Cost	100	Seamen	5
Upkeep Cost	50	Hull Strength	100
Marines	30	Morale	12

STRENGTHS AND WEAKNESSES

Fast, Good at range, Can Set other ships on fire

REQUIREMENTS

Harbour

UNIT NAME FIRE BOMB KOBAYA

Recruitment Cost	250	Seamen	5
Upkeep Cost	100	Hull Strength	100
Marines	25	Morale	11

STRENGTHS AND WEAKNESSES

Fast, maneuverable, and made for laying mines

REQUIREMENTS

Military Port, Way of the Sea

UNIT NAME MORI FIRE BOMB KOBAYA

Recruitment Cost	200	Seamen	5
Upkeep Cost	50	Hull Strength	100
Marines	25	Morale	12

STRENGTHS AND WEAKNESSES

Fast, maneuverable, and made for laying mines

REQUIREMENTS

Military Port, Way of the Sea

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UNIT NAME MATCHLOCK KOBAYA

Recruitment Cost	200	Seamen	5
Upkeep Cost	100	Hull Strength	100
Marines	30	Morale	11

STRENGTHS AND WEAKNESSES

Fast ranged vessel

REQUIREMENTS

Drydock, Gunpowder Mastery

UNIT NAME MORI MATCHLOCK KOBAYA

Recruitment Cost	150	Seamen	5
Upkeep Cost	50	Hull Strength	100
Marines	30	Morale	12

STRENGTHS AND WEAKNESSES

Fast ranged vessel

REQUIREMENTS

Drydock, Gunpowder Mastery

Medium Ships

The Medium Bune is your Naginata Samurai of the waves. It doesn't have any major weaknesses. You should avoid getting boarded by the heaviest ships, but that's totally doable because these craft are decently quick. Remember to hit each target where they're weakest. Use missile attacks against big ships; use boarding actions against smaller ones.

Keep Siege Tower Bune behind your boarding ships. Let the Siege Tower's marines help clear the decks with their accurate archer fire.

As stated previously, Sengoku Bune hunt fast ships, board them, and capture the targets with ease.

UNIT NAME SIEGE TOWER BUNE

Recruitment Cost	200	Seamen	5
Upkeep Cost	100	Hull Strength	100
Marines	40	Morale	11

STRENGTHS AND WEAKNESSES

Good for attacking at close or medium range, vulnerable to boarding

REQUIREMENTS

Trading Port, Gunpowder Mastery

UNIT NAME MORI SIEGE TOWER BUNE

Recruitment Cost	150	Seamen	5
Upkeep Cost	50	Hull Strength	100
Marines	40	Morale	12

STRENGTHS AND WEAKNESSES

Good for attacking at close or medium range, vulnerable to boarding

REQUIREMENTS

Trading Port, Gunpowder Mastery

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UNIT NAME MEDIUM BUNE

Recruitment Cost	350	Seamen	35
Upkeep Cost	85	Hull Strength	200
Marines	55	Morale	11

STRENGTHS AND WEAKNESSES

Mixed vessel with decent ranged and boarding capabilities

REQUIREMENTS

Harbour

UNIT NAME MORI MEDIUM BUNE

Recruitment Cost	300	Seamen	45
Upkeep Cost	75	Hull Strength	200
Marines	55	Morale	12

STRENGTHS AND WEAKNESSES

Mixed vessel with decent ranged and boarding capabilities

REQUIREMENTS

Harbour

UNIT NAME SENGOKU BUNE

Recruitment Cost	400	Seamen	80
Upkeep Cost	125	Hull Strength	200
Marines	10	Morale	11

STRENGTHS AND WEAKNESSES

Reasonably fast vessel that can reach and board small vessels

REQUIREMENTS

Military Port

UNIT NAME MORI SENGOKU BUNE

Recruitment Cost	350	Seamen	80
Upkeep Cost	75	Hull Strength	200
Marines	10	Morale	12

STRENGTHS AND WEAKNESSES

Reasonably fast vessel that can reach and board small vessels

REQUIREMENTS

Military Port

UNIT NAME WAKO MEDIUM BUNE

Recruitment Cost	350	Seamen	35
Upkeep Cost	100	Hull Strength	200
Marines	35	Morale	11

STRENGTHS AND WEAKNESSES

Mixed vessel with decent ranged and boarding capabilities

REQUIREMENTS

Harbour

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Trade Ships

Trade Ships are usually around to make money. Red Seal Ships are better at defending themselves, so they're particularly nice. Otherwise, make sure to have an escort when you send Trade Ships out to foreign Trade Posts to secure a route. As the game proceeds, you might want to increase the size of your fleet at a lucrative post. Enemy pirates and clans build bigger fleets in the late game, and a single Medium Bune won't be able to stop much by then!

UNIT NAME RED SEAL SHIP

Recruitment Cost	300	Seamen	40
Upkeep Cost	50	Hull Strength	300
Marines	40	Morale	11

STRENGTHS AND WEAKNESSES

Sail to trading posts and leave there for seasonal profits

REQUIREMENTS

Drydock, Red Seal Company

UNIT NAME TRADE SHIP

Recruitment Cost	100	Seamen	20
Upkeep Cost	50	Hull Strength	150
Marines	10	Morale	11

STRENGTHS AND WEAKNESSES

Sail to trading posts and leave there for seasonal profits

REQUIREMENTS

Trading Port

UNIT NAME WAKO TRADE SHIP

Recruitment Cost	100	Seamen	20
Upkeep Cost	100	Hull Strength	150
Marines	10	Morale	11

STRENGTHS AND WEAKNESSES

Protect your trade ships from these pirates

REQUIREMENTS

N/A

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BUILDING LIST

There are many buildings that can be constructed or improved in Japan's provinces. Some of these are only available in specific areas. Others are generic and can be developed anywhere, assuming that you have the time, money, and interest in doing so.

This list shows all of the buildings, their upgrades, and discusses the uses of each.

DEFENSIVE BUILDINGS

FUNCTION

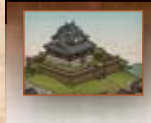
These defensive buildings have many effects on the local province. Repression ensures that revolts won't occur unless the populace is extremely unhappy (from high taxes, a differing religion, or nasty events). Higher replenishment rates help your armies to return to full strength after sustaining loses in battle. Recruitment capacity determines how many military units can be recruited at the same time. Having more slots makes it easier to form extremely large armies without taking years of work!

Availability	All Provinces
Upgrade Stages	Fort, Stronghold, Fortress, Castle Citadel

The food requirement for these buildings is even more of a limiting factor than the time or money it takes to construct them. Upgrade the farms in each province as often as possible to keep a positive amount of food for your clan.

By hiding in cities with a good defensive building, even inferior armies can survive (or even destroy) opponents. Lure large armies to your best-defended provinces and hope that they attack your people there. These battles often end in lopsided casualties. They heavily favor the defenders.

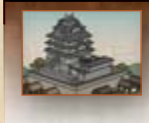
FORT



+4 Provincial Repression
-1 Food

RECRUITMENT CAPACITY: 1
REQUIRED FOR: Yari Ashigaru, Bow Ashigaru

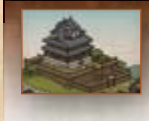
CASTLE



+8 Provincial Repression
+12% Provincial Replenishment Rate
-4 Food

RECRUITMENT CAPACITY: 3
REQUIRED FOR: Yari Ashigaru, Bow Ashigaru

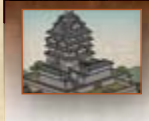
STRONGHOLD



+5 Provincial Repression
+5% Provincial Replenishment Rate
-2 Food

RECRUITMENT CAPACITY: 1
REQUIRED FOR: Yari Ashigaru, Bow Ashigaru

CITADEL

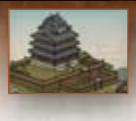


REQUIREMENT: Epic Architecture

+12 Provincial Repression
+25% Provincial Replenishment Rate
-5 Food

RECRUITMENT CAPACITY: 5
REQUIRED FOR: Yari Ashigaru, Bow Ashigaru

FORTRESS



+6 Provincial Repression
+8% Provincial Replenishment Rate
3 Food

RECRUITMENT CAPACITY: 2
REQUIRED FOR: Yari Ashigaru, Bow Ashigaru

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SWORDSMAN TRAINING AREAS

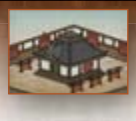
FUNCTION

Sword buildings let you create some of the finest melee troops in the game. Even the basic Katana Samurai are good at slaughtering most infantry. If you invest in continued sword arts, you can create buildings for No-Dachi Samurai and then Katana Heroes. When used with care, these are extraordinarily deadly units for the attack or defense of a region.

Availability	All Provinces
Upgrade Stages	Sword School, No-Dachi Dojo, Sword Master School, Legendary Kenjutsu School

Regardless of your clan affiliation, it's wise to have at least one province that keeps the best sword building that your arts can support. Getting up to a Sword Master School is the most important because of its reduction in training time. Being able to put out swordsmen every single turn can be a massive advantage, especially during times of war.

SWORD SCHOOL



REQUIREMENT: Bushido
REQUIRED FOR: Katana Samurai

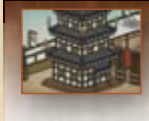
SWORD MASTER SCHOOL

REQUIREMENT: Sword Expertise
-1 Recruitment Time for Provincial Sword Units
REQUIRED FOR: Katana Samurai, No-Dachi Samurai

NO-DACHI DOJO

REQUIREMENT: Way of the Sword
REQUIRED FOR: Katana Samurai, No-Dachi Samurai

LEGENDARY KENJUTSU SCHOOL



REQUIREMENT: Kenjutsu Mastery
-1 Recruitment Time for Provincial Sword Units
REQUIRED FOR: Katana Samurai, No-Dachi Samurai, Katana Hero

SPEARMAN TRAINING AREAS

FUNCTION

Yari and Naginata soldiers are good for every clan. The Yari troops are cavalry killers without peer, especially considering their fairly low cost. Naginata units are hard to kill and don't have to watch out for many counter units, and that's pretty nice for a frontliner.

Availability	All Provinces
Upgrade Stages	Yari Drill Yard, Naginata Dojo, Yari Master Dojo, Legendary Sojutsu School

Because you don't always need huge numbers of higher-quality spear troops, a town or two with Naginata Dojos will do just fine. You don't need to move up to a Yari Master Dojo until later. There are usually more essential arts to master than Spear Expertise in the middle of the campaign.

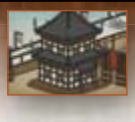
YARI DRILL YARD

REQUIRED FOR: Yari Samurai

YARI MASTER DOJO

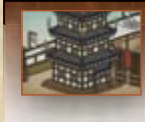
REQUIREMENT: Spear Expertise
-1 Recruitment Time for Provincial Spear Units
REQUIRED FOR: Yari Samurai, Naginata Samurai

NAGINATA DOJO



REQUIREMENT: Strategy of Defence
REQUIRED FOR: Yari Samurai, Naginata Samurai

LEGENDARY SOJUTSU SCHOOL



REQUIREMENT: Sojutsu Mastery
-1 Recruitment Time for Provincial Spear Units
REQUIRED FOR: Yari Samurai, Naginata Samurai, Yari Hero

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CAVALRY TRAINING AREAS

FUNCTION

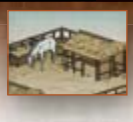
Availability	All Provinces
Upgrade Stages	Stables, Warhorse Stables, Bajutsu Master Dojo, Legendary Bajutsu School

Be aware that many cavalry units require that you have a second building at a certain level as well. For example, Yari Cavalry cannot be trained without a Yari Drill Yard as well as a Warhorse Stable.

Don't build Stables in a random province. You should stop and think before placing one of these buildings. The reason for this is clear once you try to upgrade to Warhorse Stables. None of the new units at that tier are available at first. You must upgrade your Fort and use the new building slot for a different training structure. To have access to cavalry of all types, in a single location, would be a massive investment.

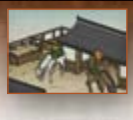
Consider focusing on one or two types of cavalry. Plan on having spear-type cavalry, sword wielders, or both. Only go after Bow Cavalry if you have a specific plan for them in your current or near-future military.

STABLES



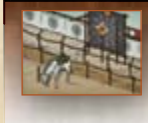
REQUIRED FOR: Light Cavalry

WARHORSE STABLES



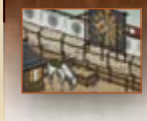
REQUIRED FOR: Light Cavalry, Bow Cavalry(*), Yari Cavalry(*), Katana Cavalry(*)

BAJUTSU MASTER DOJO



REQUIREMENT: Form
-1 Recruitment Time for Provincial Cavalry Units
REQUIRED FOR: Light Cavalry, Bow Cavalry(*), Yari Cavalry(*), Katana Cavalry(*), Great Guard(*)

LEGENDARY BAJUTSU SCHOOL



REQUIREMENT: Horse Mastery
-1 Recruitment Time for Provincial Cavalry Units
REQUIRED FOR: Light Cavalry, Bow Cavalry(*), Yari Cavalry(*), Katana Cavalry(*), Great Guard(*)

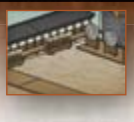
ARCHER TRAINING AREAS

FUNCTION

Availability	All Provinces
Upgrade Stages	Archery Dojo, Foot Archery Range, Bow Master Dojo, Legendary Kyudo School

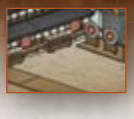
Archery buildings aren't needed at high levels unless you are specializing a military force for intense ranged warfare. Access to Bow Samurai comes with the first tier, and that's all most people will need. It's clans like the Chosokabe that want to master the higher arts and create one or two Legendary Kyudo Schools so that they can pop out units quickly and have access to Bow Heroes.

ARCHERY DOJO



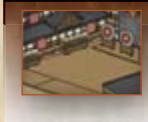
REQUIRED FOR: Bow Samurai

FOOT ARCHERY RANGE



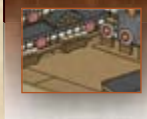
REQUIREMENT: Way of the Bow
+3% Reload skills for all bow units
REQUIRED FOR: Bow Samurai

BOW MASTER DOJO



REQUIREMENT: Bow Expertise
-1 Recruitment Time for Bow Samurai
REQUIRED FOR: Bow Samurai

LEGENDARY KYUDO SCHOOL



REQUIREMENT: Kyujutsu Mastery
-1 Recruitment Time for Bow Samurai
REQUIRED FOR: Bow Samurai, Bow Hero

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SIEGE UNIT TRAINING AREAS

FUNCTION

Siege buildings are often unwieldy in the open field, so they aren't the easiest things to use. However, they're great for dealing high casualties during siege defense. They're also skilled at breaching walls and aiding in siege assaults.

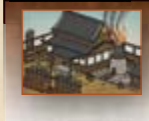
Availability	All Provinces
Upgrade Stages	Siege Engineer's Workshop, Powder Maker, Gunsmith, Arsenal

Large armies should have some component of siege troops, but never overdo it. Siege units are usually small, require defense from hardier troops, and contribute less than you'd think to the overall fight. Six Fire Projecting Mangonels aren't often much better than one.

SIEGE ENGINEER'S WORKSHOP

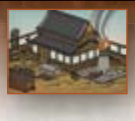
REQUIREMENT: Strategy of Attack
REQUIRED FOR: Fire Bomb Throwers

GUNSMITH



REQUIREMENT: Gunpowder Mastery
REQUIRED FOR: Fire Bomb Throwers, Fire Projecting Mangonels, Matchlock Samurai

POWDER MAKER



REQUIREMENT: Attack by Fire
REQUIRED FOR: Fire Bomb Throwers, Fire Projecting Mangonels

ARSENAL

REQUIRED FOR: Fire Bomb Throwers, Fire Projecting Mangonels, Fire Rockets

NINJA TRAINING AREAS

FUNCTION

Sake Dens and their upgrades do a variety of useful things. Their bonus to provincial happiness is important in provinces that are hard to control. Even the extra few points you get from a basic Sake Den is enough to free a few units from guard duty, so the cost involved in creating these buildings is laughable.

Availability	All Provinces
Upgrade Stages	Sake Den, Gambling Hall, Criminal Syndicate, Infamous Mizu Shobai District

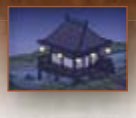
In addition, you can create more and more Ninja based on how many Sake Dens you own (and their upgrades give you even more Ninja potential). Ninja are a blessing for your forces. Not only do they assassinate enemies and sabotage buildings, but they're also great scouts, helping your armies to cross greater distances each turn. That's impressive stuff, and you will need more than one or two Ninja to be at your best.

All players, and all play styles, should make use of Ninja. Some people rely on them heavily, while others keep them purely as a supplemental force. No one should ignore them entirely; it's a recipe for being outpaced and outmaneuvered by your enemies.

SAKE DEN

+2 to provincial happiness
+100 to provincial wealth from commerce
REQUIRED FOR: Ninja (Rank 1)

GAMBLING HALL



+3 to provincial happiness
+200 to provincial wealth from commerce
REQUIRED FOR: Ninja (Rank 1)

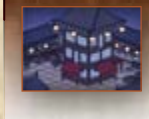
CRIMINAL SYNDICATE

REQUIREMENT: School of Shinobi

+3 to provincial happiness
+350 to provincial wealth from commerce

REQUIRED FOR: Ninja (Rank 1), Kisho Ninja

INFAMOUS MIZU SHOBAI DISTRICT



REQUIREMENT: Ninjutsu Mastery

+5 to provincial happiness
+25% to provincial tax rate
+2 experience for provincial Ninja
+350 to provincial wealth from commerce

REQUIRED FOR: Ninja (Rank 1), Kisho Ninja, Geisha (Rank 1)

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METSUKE TRAINING AREAS

FUNCTION

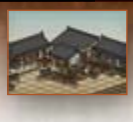
Markets and their upgrades are perfect buildings for provinces that aren't close to warzones and aren't needed for major training. Don't put these in areas that have an innate bonus to any military force (anywhere with Blacksmiths and so forth). Look for provinces that are out of the way, aren't being threatened, and don't have great tactical value. These are your Market wonderlands.

Availability	All Provinces
Upgrade Stages	Market, Rice Exchange, Merchant Guild, Kabunakama

Markets cost little at first. Their initial tier is cheap and won't consume any spare food from your clan. After that, the ante is higher because the upgrades eat into your food supplies, much like lower-tier Forts. That's a big price to pay, but anyone who keeps up with their Farm infrastructure can afford this. After a time, provinces with Markets grow heavily and become the backbone of your clan's financial empire.

The majority of players should exploit the strength of these buildings. Chi researchers can go farther and do more, but almost no one should ignore Markets and their value to having a strong income. This is especially important once you threaten the Shogunate and start losing income from inter-clan trade!

MARKET

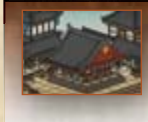


REQUIREMENT: Way of Chi

+200 to provincial wealth from commerce
+5 to provincial growth (per turn)

REQUIRED FOR: Metsuke (Rank 1)

MERCHANT GUILD

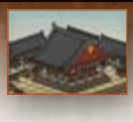


REQUIREMENT: Tax Reform

+1000 to provincial wealth from commerce
+20 to provincial growth (per turn)
Consumes Food: 2

REQUIRED FOR: Metsuke (Rank 1)

RICE EXCHANGE

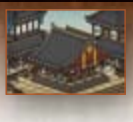


REQUIREMENT: Todofuken

+500 to provincial wealth from commerce
+10 to provincial growth (per turn)

CONSUMES FOOD: 1
REQUIRED FOR: Metsuke (Rank 1)

KABUNAKAMA



REQUIREMENT: Kinza Mint

+2000 to provincial wealth from commerce
+35 to provincial growth (per turn)
Consumes Food: 2
+2 experience for provincial Metsuke

REQUIRED FOR: Metsuke (Rank 1)

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MONK TRAINING AREAS

FUNCTION

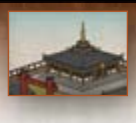
Availability	All Provinces
Upgrade Stages	Buddhist Temple, Monastery, Temple Complex, Famous Temple

The Buddhist line of religious buildings is powerful for most clans. Shinto-Buddhism is the mainstay religion for most of the areas and most of the leaders at the start of a campaign. You're likely to do well by investing in this religious building. A Monk or two can do a great job of reducing problems in areas with Christianity or the Ikko Ikki faith. These areas are hard to pacify without leaving behind a substantial guard force after capturing them. That's costly! Instead, bring a Monk to help turn the population to another way. Build Buddhist buildings there instead and watch the process go much faster.

The only problem with getting high-tier versions of these temples is that many arts are required along the way. This is only possible for late-game use or for players who devote their clan heavily toward religious pursuits (and religious fighting units)!

Thus, you know pretty early on whether you're going to shoot for high-end Buddhist buildings. You either do or don't. Going to the middle of the road just gets you medium-tier religious and martial fighting forces, and that's not ideal.

BUDDHIST TEMPLE



REQUIREMENT: Zen

+1 Happiness for provincial Buddhist population
Converts provincial population toward Buddhism

REQUIRED FOR: Monks (Rank 1)

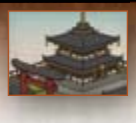
TEMPLE COMPLEX

REQUIREMENT: Scholarship

+2 Happiness for provincial Buddhist population
Converts provincial population toward Buddhism

REQUIRED FOR: Monks (Rank 1), Bow Warrior Monks, Matchlock Warrior Monks, Naginata Warrior Monks

MONASTERY

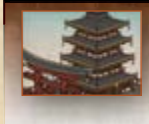


REQUIREMENT: Essence of the Spirit

+1 Happiness for provincial Buddhist population
Converts provincial population toward Buddhism

REQUIRED FOR: Monks (Rank 1), Bow Warrior Monks, Matchlock Warrior Monks, Naginata Warrior Monks

FAMOUS TEMPLE



REQUIREMENT: Neo-Confucianism

+2 Happiness for provincial Buddhist population
+25% bonus provincial tax rate
Spreads Buddhism to neighboring provinces
Converts provincial population toward Buddhism

+2 experience for Monks recruited in this province
REQUIRED FOR: Monks (Rank 1), Bow Warrior Monks, Matchlock Warrior Monks, Naginata Warrior Monks, Naginata Warrior Monk Hero

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MISSIONARY TRAINING AREAS

FUNCTION

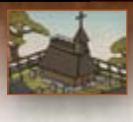
Availability	All Provinces
Upgrade Stages	Chapel, Mission, Church, Cathedral

Christian religious structures are similar to their Buddhist counterparts in this game. Both turn the local population to the religion that you wish to promote. The big differences are in the side bonuses of these structures. Christian buildings won't help you get a strong military force to supplement for normal martial units. Thus, a Christian leader needs to invest somewhat heavily in the Bushido line of arts as well. To balance for that, Christian settlements get a pile of money if you have enough time to develop them.

Fast growth makes Christian provinces into late-game powerhouses. You can field larger and more powerful militaries as a result. That helps to overcome the fact that you're less likely to reach the best bonuses in the Bushido line (because of spending more on Chi research).

Clans with a naval focus or a love of Ashigaru can benefit the most here because Christian clan leaders can still end up with powerful naval units, and Ashigaru don't need late-game Bushido bonuses to do well.

CHAPEL



+2% to town growth from all buildings
Converts the provincial population to Christianity

REQUIRED FOR: Missionaries (Rank 1)

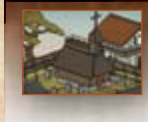
CHURCH

REQUIREMENT: Scholarship

+5% to town growth from all buildings
Converts provincial population toward Buddhism
Spreads Christianity to neighboring provinces

REQUIRED FOR: Missionaries (Rank 1)

MISSION

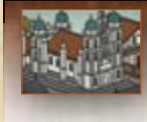


REQUIREMENT: Essence of the Spirit

+4% to town growth from all buildings
Converts the provincial population to Christianity

REQUIRED FOR: Missionaries (Rank 1)

CATHEDRAL



REQUIREMENT: Neo-Confucianism

+10% to town growth from all buildings
Converts provincial population toward Buddhism
Spreads Christianity to neighboring provinces
+2 experience for Missionaries recruited in this province

REQUIRED FOR: Missionaries (Rank 1)

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ENCAMPMENTS

FUNCTION

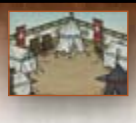
Availability	All Provinces
Upgrade Stages	Encampment and Then a Choice of One of the Following (Armoury, Barracks, Hunting Lodge, Jujutsu Dojo, Proving Grounds)

Encampments are extremely powerful buildings to place in provinces that are going to be major military hubs. Regardless of the type of secondary structure to which you upgrade, the province gets a nice boost to the units that are trained there.

Research Heaven and Earth in the mid-game. It's hard to get to any earlier that than without making somewhat substantial sacrifices. Once you get it, use extra building space in cities or upgrade a Fort level to make more room. Once you get Encampment, take a look at the units you're creating the most in that location. Let that decide on your next step. It's should be clear which upgrade would give you the most bang for your buck.

For example, a city that's doing cavalry training would benefit heavily from the Proving Grounds. Archer cities want a Hunting Lodge. Push whatever stat is the most important for your people. If the province does recruitment for a variety of troops, a more generic bonus would be worthwhile. Barracks, for example, cut costs nicely. They're also amazingly good for areas near your front lines. The high replenishment bonus ensures that armies can return to full strength at high speed.

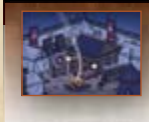
ENCAMPMENT



REQUIREMENT: Heaven and Earth

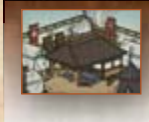
-10% to the cost of provincial lands units
+10% to the provincial replenishment rate

HUNTING LODGE



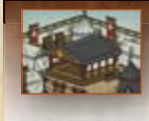
-10% to the cost of provincial lands units
+10% to the provincial replenishment rate
+5 accuracy for all provincial units

ARMOURY



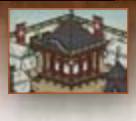
-10% to the cost of provincial lands units
+10% to the provincial replenishment rate
+2 armour for provincial land units

JUJUTSU DOJO



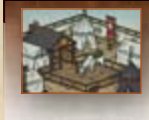
-10% to the cost of provincial lands units
+10% to the provincial replenishment rate
+2 melee for all provincial units

BARRACKS



-20% to the cost of provincial lands units
+20% to the provincial replenishment rate

PROVING GROUNDS



-10% to the cost of provincial lands units
+10% to the provincial replenishment rate
+5 charge bonus for all provincial units

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FARMS

FUNCTION

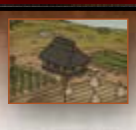
Farms are a source of wealth and food for your clan. The bonus from farm income is not as immediate or as profound as you might expect. It sounds like a great deal of cash, but try not to think of Farms as a way to get rich quickly. Indeed, they are slow to upgrade and take some time to pay for themselves. Every clan needs to keep their Farms up to date, but it's for the long-term financial benefit and for the food that they need to grow.

Availability	All Provinces
Upgrade Stages	Rice Paddies, Improved Irrigation, Terrace Farming, Land Consolidation

Food is used to upgrade Fort-type structures and to pay for higher-tier Markets. Falling short on food means that at least one of your provinces will be very unhappy. That's a troublesome issue and it costs you time, attention, and money to pay for a local garrison. Avoid this by giving all provinces at least low-level Farm upgrades as soon as possible.

The only areas where you want to avoid Farm upgrades are provinces that are on dangerous borders. If you're uncertain about the future of an area, hold off on these costly upgrades for a short time. Wait to see if your forces can hold the line.

RICE PADDIES



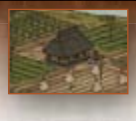
+600 to provincial wealth from farms
Provides Food: 1

TERRACE FARMING

REQUIREMENT: Equal Fields

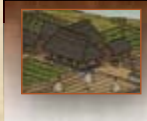
+950 to provincial wealth from farms
Provides Food: 3

IMPROVED IRRIGATION



+750 to provincial wealth from farms
Provides Food: 2

LAND CONSOLIDATION



REQUIREMENT: Chonindo

+1200 to provincial wealth from farms
Provides Food: 4

ROADS

FUNCTION

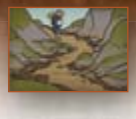
Higher-quality roads make your provinces much easier to support in military efforts. It takes fewer turns to get higher-quality units from your interior out to the borders of your clan. That's important for dealing with tougher opponents who might be just as tough as your clan but have a shorter distance to travel because they're on the defensive.

Availability	All Provinces
Upgrade Stages	Trails, Roads, Post Roads and Stations, Imperial Roads and Towers

In addition, Roads are like Farms in that they're a major area of infrastructure. All provinces have them, and it only costs a little bit of money to bump these up to higher tiers. The increase in growth ensures that the Roads pay for themselves eventually. The higher replenishment rates help in times of war.

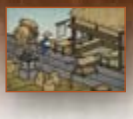
All players should concentrate on having good Roads. The only time to go in the other direction is when your forces are retreating (i.e., giving up on a province). In those cases, you want the area to be as crummy as possible. Don't upgrade Roads in areas where enemies are likely to push you back. You do not want foes to have a faster route into your heartland.

TRAILS



Movement speed is increased by 15% when on trails

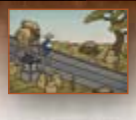
POST ROADS AND STATIONS



REQUIREMENT: Todofuken

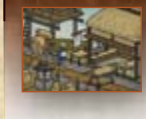
+2 provincial growth (per turn)
+5% to provincial replenishment rate
Movement Speed is increased by 50% when on roads

ROADS



+2% to provincial replenishment rate
Movement Speed is increased by 30% when on roads

IMPERIAL ROADS AND TOWERS



REQUIREMENT: Epic Architecture

+5 provincial growth (per turn)
+10% to provincial replenishment rate
Movement Speed is increased by 60% when on roads

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PORTS

FUNCTION

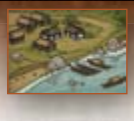
Ports develop your coastal regions and allow them to earn additional money. Most of the ones to which you have access should be brought up to Trade Port level (or higher). This is a good way to secure future income and gain access to Trade Ships. If you can grab even a single trading post and put a slew of Trading Ships on it, the time and money will be well spent. You get far more back than you ever had to put into this effort.

Availability	Most Coastal Provinces
Upgrade Stages	Coastal Village, Harbour, Trading Port, and a Choice of the Following (Military Port, Drydock, Nanban Trade Port, Nanban Quarter)

Many clans have the option to eventually open their Ports to the Nanban. This is the tricky decision when it comes to upgrades. If you let the Nanban in, you can build their style of Ports instead of Military Ports/Drydock. Nanban upgrades get you much more cash and arguably better vessels. However, they can't recruit quickly, and you must deal with the spread of Christianity. If your clan wants to stay Buddhist, that's somewhat of a nuisance.

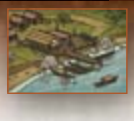
That said, you can use Monks and Buddhist buildings to combat the Nanban influence. For many clans, the higher financial yield of the Nanban Trade Port/Nanban Quarter is well worth the headaches. In addition, the firepower of a Nanban Trade Ship is devastating. Losing a few recruitment slots in a port isn't that bad unless the other clans are launching huge fleets on a frequent basis.

COASTAL VILLAGE



+1 provincial growth (per turn)

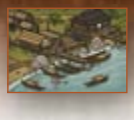
HARBOUR



+2 provincial growth (per turn)

SHIP RECRUITMENT CAPACITY: 1
REQUIRED FOR: Bow Kobaya, Medium Bune

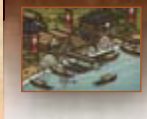
TRADING PORT



+1 possible trade route (naval)
+2 provincial growth (per turn)
Improves export capacity by 80

SHIP RECRUITMENT CAPACITY: 1
REQUIRED FOR: Bow Kobaya, Medium Bune, Trade Ship, Siege Tower Bune

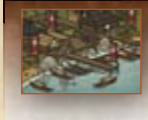
MILITARY PORT



+1 possible trade route (naval)
+2 provincial growth (per turn)
Improves export capacity by 80

SHIP RECRUITMENT CAPACITY: 2
REQUIRED FOR: Bow Kobaya, Medium Bune, Trade Ship, Siege Tower Bune, Fire Bomb Kobaya, Heavy Bune, Sengoku Bune

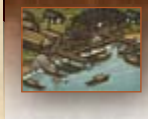
DRYDOCK



REQUIREMENT: Master of the Waves
+1 possible trade route (naval)
+2 provincial growth (per turn)
Improves export capacity by 80

SHIP RECRUITMENT CAPACITY: 3
REQUIRED FOR: Bow Kobaya, Medium Bune, Trade Ship, Siege Tower Bune, Fire Bomb Kobaya, Heavy Bune, Sengoku Bune, Matchlock Kobaya, O Ataka Bune, Nihon Maru, Cannon Bune, Red Seal Ship

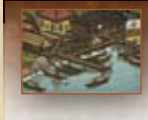
NANBAN TRADE PORT



+2 possible trade route (naval)
+10 provincial growth (per turn)
Converts the provincial populace toward Christianity
Improves export capacity by 120

SHIP RECRUITMENT CAPACITY: 1
REQUIRED FOR: Bow Kobaya, Medium Bune, Trade Ship, Siege Tower Bune, Imported Matchlock Ashigaru

NANBAN QUARTER



+3 possible trade route (naval)
+25 provincial growth (per turn)
Converts the provincial populace toward Christianity
Spreads Christianity toward neighboring provinces
Improves export capacity by 200

SHIP RECRUITMENT CAPACITY: 1
REQUIRED FOR: Bow Kobaya, Medium Bune, Trade Ship, Siege Tower Bune, Imported Matchlock Ashigaru, European Cannons, Nanban Trade Ship

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IKKO RELIGIOUS BUILDINGS

FUNCTION

The Ikko Ikki clan is a troublesome enemy on the campaign map. Their provinces have a different kind of faith that both Buddhist and Christian leaders must contend with from time to time. It's hard to conquer and hold these areas because of their antagonism toward other faiths.

Availability	Ikko Religious Clans Only
Upgrade Stages	Jodo Shinshu Temple, Jodo Shinshu Monastery, Jodo Shinshu Monastery, Honganji

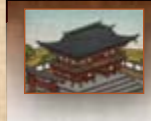
These are the buildings that you can expect to see in Ikko areas. Strongly consider tearing down these buildsing and replace them with buildings of your own faith. Station a low-cost, but substantial, garrison in the area, exempt the province from taxes temporarily, and wait for the faith to lose some ground. This is a relatively safe and easy way to handle the Ikko Ikki, if you're taking them over.

JODO SHINSHU TEMPLE

+1 Happiness for provincial Ikko population
Converts provincial population toward Ikko

REQUIRED FOR: Naginata Warrior Monks

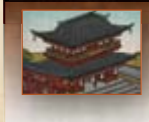
JODO SHINSHU MONASTERY



+2 Happiness for provincial Ikko population
Converts provincial population toward Ikko
Spreads Ikko beliefs to neighboring provinces

REQUIRED FOR: Naginata Warrior Monks, Bow Warrior Monks

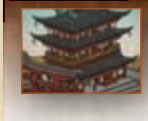
JODO SHINSHU MONASTERY (HIGHER TIER)



+3 Happiness for provincial Ikko population
Converts provincial population toward Ikko
Spreads Ikko beliefs to neighboring provinces

REQUIRED FOR: Naginata Warrior Monks, Bow Warrior Monks, Naginata Warrior Monk Cavalry, Matchlock Warrior Monks

HONGANJI



+6 Happiness for provincial Ikko population
Converts provincial population toward Ikko
Spreads Ikko beliefs to neighboring provinces
+10% to provincial replenishment rate

REQUIRED FOR: Naginata Warrior Monks, Naginata Warrior Monk Heros, Bow Warrior Monks, Naginata Warrior Monk Cavalry, Matchlock Warrior Monks

ARTISANS

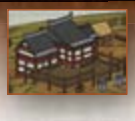
FUNCTION

Artisans are found in a few places throughout Japan. It's difficult to decide how to upgrade them because your choices are all extremely powerful. The Fletcher/Master Bowmaker route is the best for clans that use heavy amounts of missile units. If that's where you're heading, construct a line of archery buildings here as well as an Encampment/Hunting Lodge. You can train amazingly good Bow Samurai after all this.

Availability	Province Specific (Rare)
Upgrade Stages	Artisans and Then One of the Following (Fletchers/Master Bowmaker, Paper Mills/Laquerware Workshops)

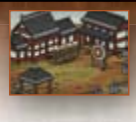
The Laquerware route is better for militaries that use some ranged units but don't consider them a focal point. They still get a nice jump in the total quality of their forces, and the economic advantage are greater.

ARTISANS



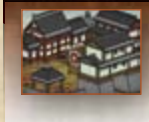
+100 to provincial wealth from commerce
+5 to accuracy for all provincial units
+5 chests of luxury goods

FLETCHERS



+200 to provincial wealth from commerce
+10 to accuracy for all provincial units
+5 chests of luxury goods

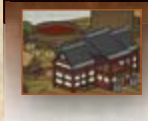
MASTER BOWMAKER



REQUIREMENT: Chonindo

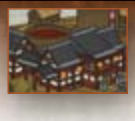
+300 to provincial wealth from commerce
+20 to accuracy for all provincial units
+5 chests of luxury goods

PAPER MILLS



+300 to provincial wealth from commerce
+5 to accuracy for all provincial units
+10 chests of luxury goods

LAQUERWARE WORKSHOPS



REQUIREMENT: Chonindo

+500 to provincial wealth from commerce
+5 to accuracy for all ranged units
+20 chests of luxury goods

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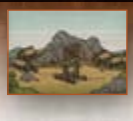
GOLD MINES

FUNCTION

These are the most basic buildings you'll find. Upgrade them and make more money. Do it as early as possible and enjoy the cash throughout the game. There's nothing else to it.

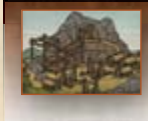
Availability	Province Specific (Rare)
Upgrade Stages	Surface Gold Mine, Open Pit Gold Mine, Gold Mining Complex

SURFACE GOLD MINE



+1000 to provincial wealth from mines

GOLD MINING COMPLEX



+2500 to provincial wealth from mines

OPEN PIT GOLD MINE

+1800 to provincial wealth from mines

HOLY SITES

FUNCTION

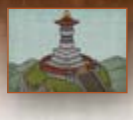
Holy Sites are powerful for clans that are using the Chi line of arts and a force of religious units to conquer their enemies. These structures upgrade into potent buildings that can focus on aiding your religious troops clan wide or for providing massive bonuses to locally trained troops.

The Mountain Hermitage/Fortified Monastery route is for clan-wide bonuses. Your Naginata Warrior Monks and Bow Warrior Monks get powerful improvements to their power. If you have multiple facilities for training these troops, that's the way to go.

Availability	Province Specific (Rare)
Upgrade Stages	Holy Site and Then One of the Following (Mountain Hermitage/Fortified Monastery, Pilgrim Hostel/Great Shrine)

The Pilgrim Hostel/Great Shrine route is more localized, but the effects are still considerable. Your local Monks start with decent experience and a major morale boost. The general morale bonus even helps non-Warrior Monks. Thus, this is a superior choice for anyone who isn't primarily training religious military forces.

HOLY SITE

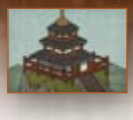


+1 experience for provincial Monks
+1 experience for all Bow Warrior Monks
+1 experience for all Naginata Warrior Monks

PILGRIM HOSTEL

+2 experience for provincial Monks
+2 morale for all provincial units
+1 experience for all Bow Warrior Monks
+1 experience for all Naginata Warrior Monks

MOUNTAIN HERMITAGE



+1 experience for provincial Monks
+2 experience for all Bow Warrior Monks
+2 experience for all Naginata Warrior Monks

GREAT SHRINE

REQUIREMENT: Traditional Building

+2 experience for provincial Monks
+4 morale for all provincial units
+1 experience for all Bow Warrior Monks
+1 experience for all Naginata Warrior Monks

FORTIFIED MONASTERY

REQUIREMENT: Traditional Building

+1 experience for provincial Monks
+4 experience for all Bow Warrior Monks
+4 experience for all Naginata Warrior Monks

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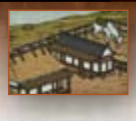
HORSE PASTURES

FUNCTION

Cavalry fans get a major boon from provinces with Pastures. Upgrade these as soon as possible and improve your cavalry-producing buildings to get some incredible chargers out of the deal. The economic benefits are trivial and take quite a long time to pay for themselves, so this is much more about having a province that can recruit top-line cavalry.

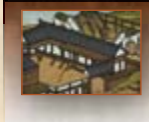
Availability	Province Specific (Rare)
Upgrade Stages	Pastures, Horse Breeders, Warhorse Studs

PASTURES



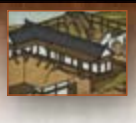
+100 provincial wealth from commerce
+6 stables of superior warhorses

WARHORSE STUDS



+300 provincial wealth from commerce
+25 stables of superior warhorses
+5 charge bonus for provincial cavalry

HORSE BREEDERS



+200 provincial wealth from commerce
+12 stables of superior warhorses
+3 charge bonus for provincial cavalry

SCHOOLS

FUNCTION

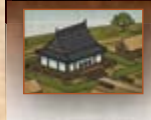
Schools don't seem impressive at first, but their upgrade path is nice. These rare buildings can be upgraded toward the scholarly line (a Library and then into a Confucian Academy) or toward the legal side (a Magistrate and then a Law Court).

Libraries and Confucian Academies don't aid their local province much, but they are useful for your clan as a whole. The bonus to Chi research allows your clan to access special building upgrades, agent improvements, and religious bonuses much sooner than they would otherwise. It's an obvious choice for religious or economic players.

Availability	Province Specific (Rare)
Upgrade Stages	School and Then One of the Following (Library/Confucian Academy, Magistrate/Law Court)

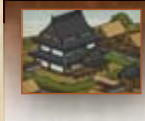
The Law Court line aids happiness through your clan. It's useful for fast conquerors who need more money and anything to help avoid that first turn or two of vulnerability when newly conquered clans are most likely to rebel.

SCHOOL



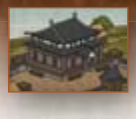
+1 experience for provincial Metsuke

MAGISTRATE



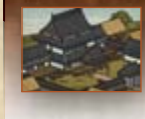
+1 to clan-wide happiness
+5% bonus to provincial tax rate
+2 experience for provincial Metsuke

LIBRARY



Improves the rate at which Chi arts are mastered by 20%
+1 experience for provincial Metsuke

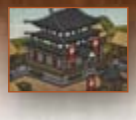
LAW COURT



REQUIREMENT: Neo-Confucianism

+2 to clan-wide happiness
+10% bonus to provincial tax rate
+2 experience for provincial Metsuke

CONFUCIAN ACADEMY



REQUIREMENT: Neo-Confucianism

Improves the rate at which Chi arts are mastered by 33%
+1 experience for provincial Metsuke

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IRON MINES

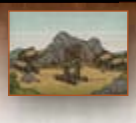
FUNCTION

These few special buildings are worthy of war all by themselves. The decreased cost of recruitment is good enough to make any clan a strong clan. Just imagine that you're getting almost a free unit out of every few purchases. That's a big deal.

The fact that you also get more wealth in the province is icing on the cake, and high-quality iron is used for high-end units. It's difficult to overestimate the value of obtaining a province that has an Iron Mine. Once you get it, upgrade this building as soon as you can afford it.

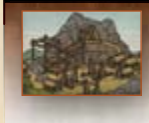
Availability	Province Specific (Rare)
Upgrade Stages	Iron Mine, Deep Iron Mine, Iron Mining Complex

IRON MINE



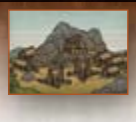
+250 to provincial wealth from mining
+6 tonnes of high-quality iron
-10% to the cost of recruiting all units

IRON MINING COMPLEX



+750 to provincial wealth from mining
+25 tonnes of high-quality iron
-30% to the cost of recruiting all units

DEEP IRON MINE



+450 to provincial wealth from mining
+12 tonnes of high-quality iron
-20% to the cost of recruiting all units

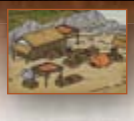
MERCHANT COLONIES

FUNCTION

Expect Naval explorers, traders, and fighters to battle it out for the isolated Merchant Colonies in Japan. From humble beginnings, these buildings become major factors in your clan's development. The pirate line gets you a great improvement in naval combat potential. The bonus to ship crew experience is massive in water-based combat. For economic superpowers, the Warehouse/Red Seal Company is much better because of the boosted trade income. This is the most powerful when obtained early in the game, when you still have trade income from trade posts and foreign clans.

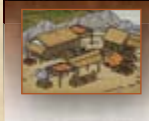
Availability	Province Specific (Rare)
Upgrade Stages	Merchant Colony and Then One of the Following (Pirate Lair/Pirate Fortress, Warehouses/Red Seal Company)

MERCHANT COLONY



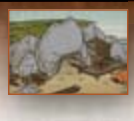
+5% to income from trade
+1 experience for ship crew recruits

WAREHOUSES



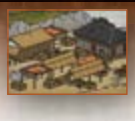
+15% to income from trade
+1 experience for ship crew recruits

PIRATE LAIR



+5% to income from trade
+3 experience for ship crew recruits

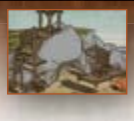
RED SEAL COMPANY



REQUIREMENT: Naval Expertise

+30% to income from trade
+1 experience for ship crew recruits

PIRATE FORTRESS



REQUIREMENT: Naval Expertise

+5% to income from trade
+5 experience for ship crew recruits

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MOUNTAIN HIDEOUTS

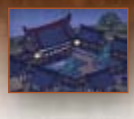
FUNCTION

Mountain Hideouts are strong buildings for players who like to use higher-end Ninja or Kisho Ninja. If you go for the Burakumin Village/Smuggling Network route, you get a fairly generic bonus. The money is decent, Ninja trained there are more powerful, and so forth. It's a good choice for players who aren't going to use Kisho Ninja in a heavy way.

Availability	Province Specific (Rare)
Upgrade Stages	Mountain Hideout and Then One of the Following (Burakumin Village/ Smuggling Network, Ninjutsu School/ Ninja Clan Fortress)

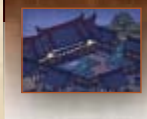
For players who want to use Kisho Ninja, the upgrade path toward the Ninja Clan Fortress is obscenely good. You eventually can train extremely potent Kisho Ninja, making it easier to assassinate enemy units on the field and take out generals in the middle of fighting. You don't get a particularly great bonus for normal Ninja agents, but it's well worth the tradeoff.

MOUNTAIN HIDEOUT



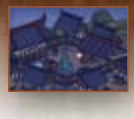
+1 experience for provincial Ninja
+1 experience for all Kisho Ninja

NINJUTSU SCHOOL



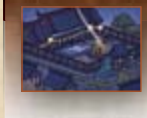
+1 experience for provincial Ninja
+3 experience for all Kisho Ninja

BURAKUMIN VILLAGE



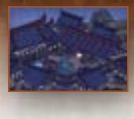
+250 to provincial wealth from this province
+2 experience for provincial Ninja
+1 experience for all Kisho Ninja

NINJA CLAN FORTRESS



+1 experience for provincial Ninja
+5 experience for all Kisho Ninja

SMUGGLING NETWORK



+1000 to provincial wealth from this province
+2 experience for provincial Ninja
+1 experience for all Kisho Ninja

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BLACKSMITHS

FUNCTION

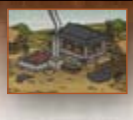
Availability	Province Specific (Rare)
Upgrade Stages	Blacksmith and Then One of the Following (Armourer/Master Armourer, Weaponsmith/Master Weaponsmiths)

Blacksmiths are your cue to set up shop in a province for recruiting the best possible units. Both upgrade paths are wonderful, so it's a hard choice to make. Better armour is always good, but so are higher-end weapons.

A strong way to decide is to figure out which units you want to recruit the most in this area. Look at that soldier's stats and figure out their bigger weakness. Compensate for that to make the troops extremely robust. For example, No-Dachi Samurai might be a favorite troop type for you in this area. Supplementing their pitiful armour makes these swordsmen much more rugged in extended combat.

Remember to upgrade the Fortifications in a province that has a Blacksmith. You want to be able to create several different types of units in this area.

BLACKSMITH

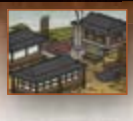


+1 melee attack for provincial Samurai units
+1 armour for provincial Samurai units

WEAPONSMITH

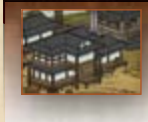
+2 melee attack for provincial Samurai units
+2 melee attack for provincial Ashigaru units

ARMOURER



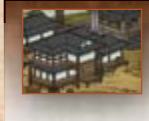
+2 armour for provincial Samurai units
+2 armour for provincial Ashigaru units

MASTER WEAPONSMITHS



+4 melee attack for provincial Samurai units
+4 melee attack for provincial Ashigaru units
+4 melee attack for provincial Warrior Monks, Kisho Ninja, and Siege Weapons

MASTER ARMOURER



+3 armour for provincial Samurai units
+3 armour for provincial Ashigaru units
+3 armour for provincial Warrior Monks, Kisho Ninja, and Siege Weapons

QUARRIES

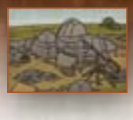
FUNCTION

Availability	Province Specific (Rare)
Upgrade Stages	Quarry, Stonemason, Stoneworks

Quarries aren't that useful for centers of finance, though they upgrade their province slightly in that way. They're better as sources for trade and as a means of deciding which province in an area should get infrastructure upgrades the most. Hurry to get the Quarry upgraded because it allows you to purchase all other building upgrades with less money. This is especially good for areas where you'd like to create a massive Castle complex.

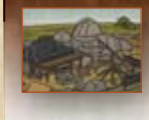
For this reason, it's common to see Quarry provinces defended well. Be ready for a nasty fight if you're going to rob someone of their precious stone. In fact, try to take these from enemy clans as early in the game as possible. It's only going to get nastier if you wait a few years.

QUARRY



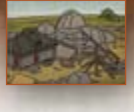
-10% to the cost of provincial building construction
+100 to provincial wealth from commerce
+6 tonnes of sturdy stone

STONEWORKS



-30% to the cost of provincial building construction
+200 to provincial wealth from commerce
+25 tonnes of sturdy stone

STONEMASON



-20% to the cost of provincial building construction
+150 to provincial wealth from commerce
+12 tonnes of sturdy stone

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LUMBER CAMPS

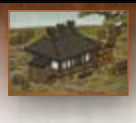
FUNCTION

Naval clans, like the Chosokabe, love these buildings. The reduction to ship construction costs is quite noticeable, and that's going to help for constructing a fleet of Trade Ships and their defenders.

Availability	Province Specific (Rare)
Upgrade Stages	Lumber Camp, Lumberyards, Sawmills

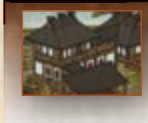
Upgrade your Lumber Camp before you start your major push toward conquering the waves. This building is just as good for sea players as an Iron Mine is for someone working on a land army.

LUMBER CAMP



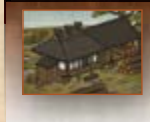
-10% to the cost of recruiting ships
+150 to provincial wealth from commerce
+6 tonnes of high-quality timber

SAWMILLS



-30% to the cost of recruiting ships
+350 to provincial wealth from commerce
+25 tonnes of high-quality timber

LUMBERYARDS



-20% to the cost of recruiting ships
+250 to provincial wealth from commerce
+12 tonnes of high-quality timber

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GEISHA SKILLS

Geisha are a late-game agent that you gain access to via fully upgraded Sake Dens. This requires substantial investment in the Chi line of arts. Geisha help to protect your cities from foreign influences.

AGENT

EFFECTS

LEVEL 1	+5% to campaign map line of sight
LEVEL 2	+15% to campaign map line of sight, +6% chance to escape from enemy agents

DESCRIPTION

Intrigue lives in a make-up box.

COURTESAN

EFFECTS

LEVEL 1	+4% to the agent's chance of success, +3% chance to escape after an unsuccessful action

DESCRIPTION

Shame and pa166-177in; they both pierce the heart.

CULTURED LADY

EFFECTS

LEVEL 1	+6% chance of escaping after an unsuccessful action
LEVEL 2	+4% to the agent's chance of success, +9% chance of escaping after an unsuccessful action

DESCRIPTION

Grace in all things is most becoming.

ENTERTAINER

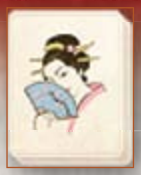
EFFECTS

LEVEL 1	+1 subterfuge when assassinating

DESCRIPTION

A smile can hide many intentions.

FLATTERY



EFFECTS

LEVEL 1	+3% to the chance of escaping from enemy agents
LEVEL 2	+6% to the chance of escaping from enemy agents, +5% to the agent's critical success chance

DESCRIPTION

A clever tongue has its uses.

FOX LADY

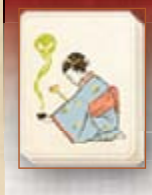
EFFECTS

LEVEL 1	+5% to the agent's critical success chance, +6% to the chance of escape following an unsuccessful action

DESCRIPTION

The fox is cunning; she never reveals that she is a fox.

POISONER



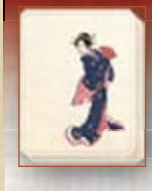
EFFECTS

LEVEL 1	+1 to subterfuge when assassinating
LEVEL 2	+2 to subterfuge when assassinating

DESCRIPTION

"More tea, dear?"

POLITICS



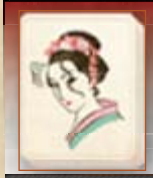
EFFECTS

LEVEL 1	+3% chance to escape from enemy agents
LEVEL 2	+6% chance to escape from enemy agents

DESCRIPTION

There is an art in knowing who to know.

SEDUCTION



EFFECTS

LEVEL 1	+1 to subterfuge when assassinating

DESCRIPTION

Men seldom dwell on danger; women are more prudent.

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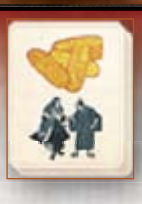
METSUKE SKILLS

Metsuke are recruited from Markets and their upgraded structures. These agents act as a strong counter to Ninja and Geisha. They are good at finding and apprehending these enemies even while patrolling through enemy territory. They are vulnerable to Monks and Missionaries, so watch out for those targets and keep them at a distance. Alternately, travel with a fellow Ninja and have your Ninja buddy assassinate any Monks or Missionaries that get too close for comfort.

When embedded in a military force, Metsuke help protect the army from being hassled and reduce the chance that your leaders will be killed off by undetected Ninja!

BRIBERY



EFFECTS

LEVEL 1	+1 to cunning when bribing
LEVEL 2	+2 to cunning when bribing
LEVEL 3	+4 to cunning when bribing

DESCRIPTION

Gold always eases the slight stings of pride.

CENSOR

EFFECTS

LEVEL 1	+1 to provincial oppression
LEVEL 2	+2 to provincial oppression
LEVEL 3	+3 to provincial oppression

DESCRIPTION

"No one needs to see that!"

COUNTER-ESPIONAGE

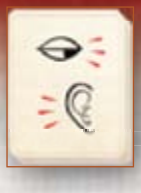
EFFECTS

LEVEL 1	+1 to cunning when counterspying
LEVEL 2	+2 to cunning when counterspying
LEVEL 3	+4 to cunning when counterspying

DESCRIPTION

A hunter's eye and a jilted lover's suspicions bring only sadness.

EYES AND EARS



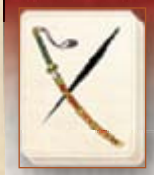
EFFECTS

LEVEL 1	+15% to campaign map line of sight
LEVEL 1	+30% to campaign map line of sight

DESCRIPTION

"Many eyes, many tongues: one understanding."

IAIJUTSI



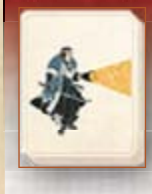
EFFECTS

LEVEL 1	+2% chance to escape after an unsuccessful action
LEVEL 2	+4% chance to escape after an unsuccessful action
LEVEL 3	+8% chance to escape after an unsuccessful action

DESCRIPTION

The quickness of the hand deceives the eye.

INVESTIGATOR



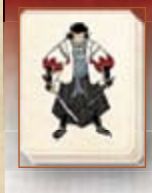
EFFECTS

LEVEL 1	+1 to cunning when apprehending
LEVEL 2	+2 to cunning when apprehending
LEVEL 3	+4 to cunning when apprehending

DESCRIPTION

Lies and truths are leaves floating on the water.

LEGENDARY THIEFTAKER



EFFECTS

LEVEL 1	+10% to the agent's critical success chance, +10% chance to detect Ninja
LEVEL 2	+20% to the agent's critical success chance, +25% chance to detect Ninja

DESCRIPTION

"Get your kimono on, you're nicked!"

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MAGISTRATE

EFFECTS

LEVEL 1	+1 to cunning when overseeing towns
LEVEL 2	+2 to cunning when overseeing towns
LEVEL 3	+4 to cunning when overseeing towns

DESCRIPTION

"I am the law!"

MERCANTILE CONTACTS

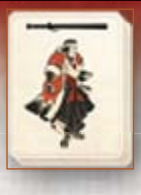
EFFECTS

LEVEL 1	-10% to the cost of actions
LEVEL 2	-20% to the cost of actions
LEVEL 3	-40% to the cost of actions

DESCRIPTION

For all their prattle, merchants have ears and hear much.

SECRET POLICEMAN



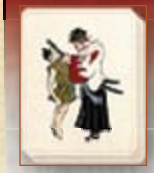
EFFECTS

LEVEL 1	+1 to cunning when overseeing armies
LEVEL 2	+2 to cunning when overseeing armies
LEVEL 3	+4 to cunning when overseeing armies

DESCRIPTION

"How much porcelain gets broken at the end of the day?"

STRENGTH OF WILL



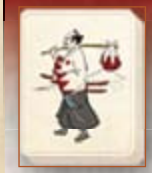
EFFECTS

LEVEL 1	+2% chance to escape from enemy agents
LEVEL 2	+4% chance to escape from enemy agents
LEVEL 3	+8% chance to escape from enemy agents

DESCRIPTION

The man who will do anything for his lord has iron in his soul.

TRAVELER



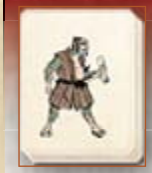
EFFECTS

LEVEL 1	+3% campaign movement for the army this agent is embedded with
LEVEL 2	+6% campaign movement for the army this agent is embedded with
LEVEL 3	+9% campaign movement for the army this agent is embedded with

DESCRIPTION

Duty is fleet footed.

YAKUZA CONTACTS



EFFECTS

LEVEL 1	+1 imprisonment time for agents apprehended by this Metsuke
LEVEL 2	+2 imprisonment time for agents apprehended by this Metsuke
LEVEL 3	+4 imprisonment time for agents apprehended by this Metsuke

DESCRIPTION

There is secret honour in dishonour for a lord's cause.

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MISSIONARY SKILLS

Missionaries are a Christian religious agent. They turn areas toward the Christian faith, try to turn enemy Metsuke against their leaders, and can inspire allies or trigger revolt in enemy areas. They are most vulnerable to assassination and should be wary of enemy Ninja and Geisha.

AGITATOR

EFFECTS

LEVEL 1	+1 zeal when inciting unrest
LEVEL 2	+2 zeal when inciting unrest
LEVEL 3	+4 zeal when inciting unrest

DESCRIPTION

"There is no spirit of injustice!"

CONFESSOR

EFFECTS

LEVEL 1	+1 zeal when converting enemy characters
LEVEL 2	+3 zeal when converting enemy characters

DESCRIPTION

All sins can be washed away by the blood of the Lamb.

DOCTOR OF THE CHURCH

EFFECTS

LEVEL 1	Improves rate of Chi mastery by 6%
LEVEL 2	Improves rate of Chi mastery by 12%
LEVEL 3	Improves rate of Chi mastery by 18%

DESCRIPTION

Study of the scripture leads to the correct path in every life.

FATHER OF THE CHURCH

EFFECTS

LEVEL 1	+1 zeal when converting provinces, +5% to the agent's critical success chance
LEVEL 2	+2 zeal when converting provinces, +15% to the agent's critical success chance

DESCRIPTION

The Church is the Faith, and must be defended and strengthened.

HELLFIRE & BRIMSTONE

EFFECTS

LEVEL 1	+1 zeal when demoralizing armies
LEVEL 2	+2 zeal when demoralizing armies
LEVEL 3	+4 zeal when demoralizing armies

DESCRIPTION

"The fires and torments of Hell await thee, heathen beasts!"

HETERODOXY

EFFECTS

LEVEL 1	-1 to Zeal when converting provinces, +3% to the rate of Chi mastery

DESCRIPTION

There are more roads to God than there are to Rome.

INSPIRING

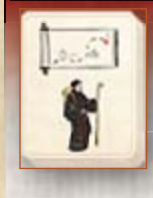
EFFECTS

LEVEL 1	+1 zeal when inspiring towns
LEVEL 2	+2 zeal when inspiring towns
LEVEL 3	+4 zeal when inspiring towns

DESCRIPTION

A man needs two waraji: faith and reason.

PILGRIM



EFFECTS

LEVEL 1	+3% campaign movement range for the army the missionary is embedded with
LEVEL 2	+6% campaign movement range for the army the missionary is embedded with
LEVEL 3	+9% campaign movement range for the army the missionary is embedded with

DESCRIPTION

Walk the earth to find the light.

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PREACHER

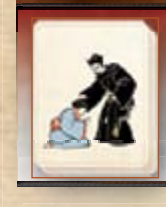
EFFECTS

LEVEL 1	+1 zeal when converting provinces
LEVEL 2	+2 zeal when converting provinces

DESCRIPTION

Grievous sin lies in not educating sinners.

PROSELYTIZER



EFFECTS

LEVEL 1	+1 zeal when converting provinces

DESCRIPTION

Persuasion in the service of the lord has no limits.

SCRIPTURALIST

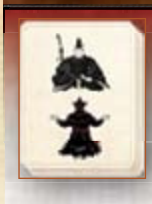
EFFECTS

LEVEL 1	+1 zeal when inspiring armies
LEVEL 2	+2 zeal when inspiring armies
LEVEL 3	+4 zeal when inspiring armies

DESCRIPTION

There is only the Word, and his Holiness. All else is falsehood.

SPIRITUAL ADVISOR



EFFECTS

LEVEL 1	+1 zeal when converting characters
LEVEL 2	+2 zeal when converting characters

DESCRIPTION

Doing God's work, and the work of the Church, cleanses all sins.

WORLDLY

EFFECTS

LEVEL 1	-10% to action costs, +3% chance to escape from enemy agents
LEVEL 2	-25% to action costs, +6% chance to escape from enemy agents

DESCRIPTION

He who stands apart from the world will never change the world.

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MONK SKILLS

Monks, like Missionaries, are vulnerable to assassination. Despite that, they have considerable use in enemy territory. They destabilize enemy provinces, inciting rebellion amongst other clans. You can use them to keep your army inspired, convert conquered provinces to your own religion, or as a way to combat enemy Metsuke.

AGITATOR

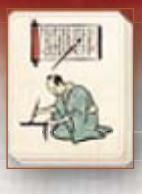
EFFECTS

LEVEL 1	+1 zeal when inciting unrest
LEVEL 2	+2 zeal when inciting unrest
LEVEL 3	+4 zeal when inciting unrest

DESCRIPTION

"There is no spirit of injustice!"

ENLIGHTENED



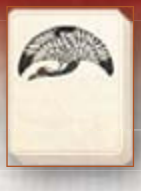
EFFECTS

LEVEL 1	_+9% to the rate of Chi art mastery

DESCRIPTION

"I understand the questions, and dimly see what might be answers."

INSPIRING



EFFECTS

LEVEL 1	+1 zeal when inspiring towns
LEVEL 2	+2 zeal when inspiring towns
LEVEL 3	+4 zeal when inspiring towns

DESCRIPTION

A man needs two waraji: faith and reason.

MEDITATION

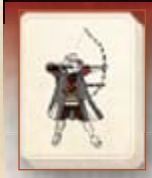
EFFECTS

LEVEL 1	Improves the rate of Chi arts mastery by 3%

DESCRIPTION

"I seek not to know the answers, but to understand the questions."

MILITANT



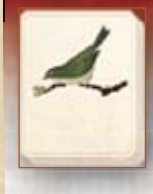
EFFECTS

LEVEL 1	_+1 zeal when inspiring armies
LEVEL 2	_+2 zeal when inspiring armies
LEVEL 3	_+4 zeal when inspiring armies

DESCRIPTION

The faithless must be taught harsh lessons, so that they learn.

PACIFIST



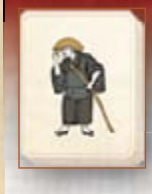
EFFECTS

LEVEL 1	_+1 zeal when demoralizing armies
LEVEL 2	_+2 zeal when demoralizing armies
LEVEL 3	_+4 zeal when demoralizing armies

DESCRIPTION

War is cruelty; why must spirits weep?

PERSUADER



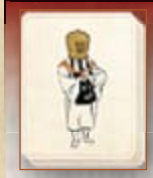
EFFECTS

LEVEL 1	+2 zeal when converting provinces and characters

DESCRIPTION

When a man listens to his heart, all else follows.

PILGRIM



EFFECTS

LEVEL 1	+3% campaign movement range for the army the missionary is embedded with
LEVEL 2	+6% campaign movement range for the army the missionary is embedded with
LEVEL 3	+9% campaign movement range for the army the missionary is embedded with

DESCRIPTION

Walk the earth to find the light.

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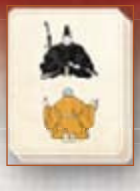
RELIGIOUS ADVISOR



EFFECTS

LEVEL 1	+1 zeal when converting characters
LEVEL 2	+2 zeal when converting characters

DESCRIPTION

Faith and reason are the daisho of wisdom.

SCRIPTURE

EFFECTS

LEVEL 1	_+2 zeal when converting provinces

DESCRIPTION

Learn from the wisdom of others to understand your own lack of wisdom.

SPIRITUAL

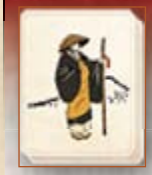
EFFECTS

LEVEL 1	Improves the rate of Chi arts mastery by 3%

DESCRIPTION

A single grain of rice holds all the truths of the world.

WORLDLY



EFFECTS

LEVEL 1	-10% to action costs, +3% chance to escape from enemy agents
LEVEL 2	-25% to action costs, +6% chance to escape from enemy agents

DESCRIPTION

He who stands apart from the world will never change the world.

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NINJA SKILLS

Ninja are the fastest and deadliest agents in your arsenal. These well-trained units can stealthily move into enemy provinces, scout out vulnerabilities, kill leaders, sabotage buildings, and lead your armies to march at higher speeds. It's quite difficult to excel in warfare without information and manipulation, and Ninja are ideal for both.

Enemy Metsuke are the greatest threat to a Ninja. If your character is discovered, you will be notified by a message on the campaign screen. That's your warning to retreat and avoid potential counterattacks.

Enemy Monks and Missionaries are excellent prey, especially for low-tier Ninja that are still learning their skills. Other easy targets, like city gates, are also good for gaining higher ranks. Only the finest Ninja are able to reliably kill enemy generals without great risk to themselves!

ASSASSIN

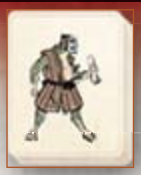
EFFECTS

LEVEL 1	_+1 subterfuge when assassinating
LEVEL 2	_+2 subterfuge when assassinating

DESCRIPTION

A knife is truly dangerous only in the right hands.

CRIMINAL CONTACTS



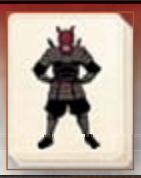
EFFECTS

LEVEL 1	_+1 subterfuge when establishing criminal networks in a city
LEVEL 2	_+2 subterfuge when establishing criminal networks in a city
LEVEL 3	_+4 subterfuge when establishing criminal networks in a city, +10% increase in campaign line of sight

DESCRIPTION

In the service of the great, a man must choose strange friends.

DEFENDER OF THE PEOPLE



EFFECTS

LEVEL 1	-70% to action costs

DESCRIPTION

The oppressed are always grateful to their saviour.

MASTER OF DISGUISE

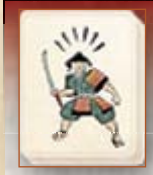
EFFECTS

LEVEL 1	+5% chance to avoid detection when unsuccessful, +5% movement rate on the campaign map for the army this agent is embedded with
LEVEL 2	+10% chance to avoid detection when unsuccessful, +10% movement rate on the campaign map for the army this agent is embedded with

DESCRIPTION

Lies made flesh are not falsehood.

ESCAPE ARTIST



EFFECTS

LEVEL 1	+10% chance to escape from enemy agents, +10% chance to escape after an unsuccessful action
LEVEL 2	+20% chance to escape from enemy agents, +20% chance to escape after an unsuccessful action

DESCRIPTION

There is always a way out. Always.

EXOTIC WEAPONS

EFFECTS

LEVEL 1	_+2 convalescence time for enemies injured by this agent
LEVEL 2	_+5 convalescence time for enemies injured by this agent, +1 subterfuge while assassinating

DESCRIPTION

Anything is a weapon, a weapon anything.

GUNPOWDER ALCHEMIST

EFFECTS

LEVEL 1	_+1 subterfuge when sabotaging buildings
LEVEL 2	_+2 subterfuge when sabotaging buildings

DESCRIPTION

Fire, sulphur, and demon's breath are tools for the cunning.

INFILTRATOR

EFFECTS

LEVEL 1	+5% chance to avoid detection when unsuccessful
LEVEL 1	+10% chance to avoid detection when unsuccessful

DESCRIPTION

Leave no footprints, even in darkness.

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INVISIBLE

EFFECTS

LEVEL 1	+5% chance to avoid detection when unsuccessful, +5% movement for armies that this agent is embedded with, +10% chance to escape after an unsuccessful action
LEVEL 2	+10% chance to avoid detection when unsuccessful, +10% movement for armies that this agent is embedded with, +20% chance to escape after an unsuccessful action

DESCRIPTION

To hide is one thing. To walk abroad another.

MILITARY SPY

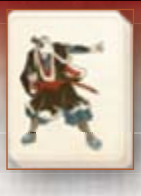
EFFECTS

LEVEL 1	_+1 to scouting when in the field
LEVEL 2	_+2 to scouting when in the field
LEVEL 3	_+4 to scouting when in the field

DESCRIPTION

An army, for all its strength, can be a delicate thing.

MISDIRECTION



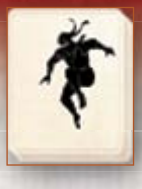
EFFECTS

LEVEL 1	_+1 subterfuge when sabotaging armies
LEVEL 2	_+2 subterfuge when sabotaging armies
LEVEL 3	_+4 subterfuge when sabotaging armies

DESCRIPTION

Confusion is a powerful ally and friend.

NINJUTSU



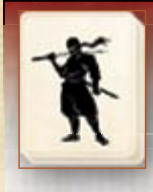
EFFECTS

LEVEL 1	+3% to the agent's success chance
LEVEL 2	+6% to the agent's success chance
LEVEL 3	+9% to the agent's success chance

DESCRIPTION

A lifetime to master the art of stealth is time well spent.

NOBLE BANDIT



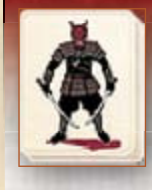
EFFECTS

LEVEL 1	-15% to action costs
LEVEL 2	-30% to action costs

DESCRIPTION

Giving away another's riches is wisdom.

NOTORIOUS KILLER



EFFECTS

LEVEL 1	+10% to the agent's critical success chance
LEVEL 2	+20% to the agent's critical success chance

DESCRIPTION

Reputation is a weapon forged from your enemy's fears.

POISONER

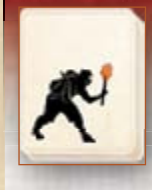
EFFECTS

LEVEL 1	+1 subterfuge when assassinating

DESCRIPTION

Death comes in many forms, not all of them edged.

SABOTEUR



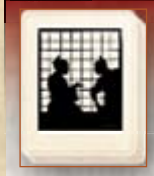
EFFECTS

LEVEL 1	+1 subterfuge when sabotaging buildings
LEVEL 2	+2 subterfuge when sabotaging buildings

DESCRIPTION

There is beauty in destruction, and in flames.

SPY



EFFECTS

LEVEL 1	+1 subterfuge when spying, +5% to campaign map line of sight
LEVEL 2	+2 subterfuge when spying, +10% to campaign map line of sight
LEVEL 3	+4 subterfuge when spying, +15% to campaign map line of sight

DESCRIPTION

In silence much may be learned.

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GENERAL SKILLS

Generals are different from agents. Instead of being an agent or a unit, these figures represent a bit of both. Each general (whether your Daimyo, an adult male of the family, or a hired leader) is an actual person. Most can hold a rank in the clan for one of the four special commissions, and all of them gain ranks and invest points to be better at their duties.

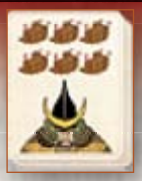
However, generals also have a military unit that is constantly with them. These cavalry units aren't especially powerful because of their low numbers, but they can stand up to reasonable damage with their heavy armour. They're also good enough to break through lighter troops, such as most archers.

Use your generals effectively by keeping them near battle without actively fighting. This allows allied forces to benefit from the area of leadership that surrounds each general.

Eventually, many generals gain abilities to further aid their military forces. They can Inspire troops to fight harder and resist morale penalties. They can Rally fleeing troops while encouraging others.

Generals are one of the hardest targets to assassinate, but they should still be protected as best you can manage. Keep a Metsuke around your favorite leaders and then go after enemy Ninja aggressively whenever you spot them.

ADMIRAL



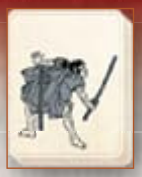
EFFECTS

LEVEL 1	+1 to command when attacking or defending at sea
LEVEL 2	+2 to command when attacking or defending at sea
LEVEL 3	+3 to command when attacking or defending at sea

DESCRIPTION

Command at sea requires special generalship.

AMBUSHER



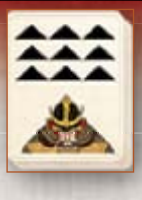
EFFECTS

LEVEL 1	+1 command during ambushes
LEVEL 2	+2 command during ambushes
LEVEL 3	Enables night battles, +4 command during ambushes

DESCRIPTION

There is nothing dishonourable in surprise.

ASHIGARU COMMANDER



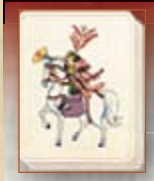
EFFECTS

LEVEL 1	+1 morale for Ashigaru units under this leader's command
LEVEL 2	+2 morale for Ashigaru units under this leader's command
LEVEL 3	+3 morale for Ashigaru units under this leader's command

DESCRIPTION

There is an art to leading peasents.

CAVALRY COMMANDER



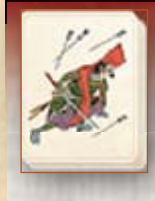
EFFECTS

LEVEL 1	Enables Wedge formation
LEVEL 2	Enables Wedge formation, +2 charge bonus for cavalry under this leader's command
LEVEL 3	Enables Wedge formation, +4 charge bonus for cavalry under this leader's command

DESCRIPTION

Glory is not enough; there must be steel behind it.

DIE-HARD FIGHTER



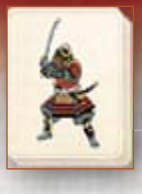
EFFECTS

LEVEL 1	+1 morale for the general and his bodyguard
LEVEL 2	+2 morale for the general and his bodyguard
LEVEL 3	+4 morale for the general and his bodyguard

DESCRIPTION

The man who does not flinch has won in his soul.

FIELD ATTACKER



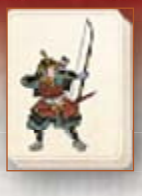
EFFECTS

LEVEL 1	+1 to command when attacking on land
LEVEL 2	+2 to command when attacking on land
LEVEL 3	+4 to command when attacking on land

DESCRIPTION

Battle is a calculation, a reading of the future.

FIELD DEFENDER



EFFECTS

LEVEL 1	+1 to command when defending on land
LEVEL 2	+2 to command when defending on land
LEVEL 3	+4 to command when defending on land

DESCRIPTION

Any blow can be turned aside or avoided.

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HONOURABLE

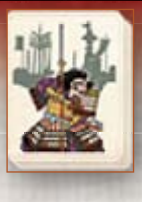
EFFECTS

LEVEL 1	+1 to this general's loyalty, +1 to the Daimyo's honour, -10% to looting
LEVEL 2	+2 to this general's loyalty, +2 to the Daimyo's honour, -25% to looting

DESCRIPTION

Honour is the bond of the samurai.

INFANTRY LEADER



EFFECTS

LEVEL 1	Enables Stand and Fight
LEVEL 2	Enables Stand and Fight, +1 melee attack for all infantry under this leader's command
LEVEL 3	Enables Stand and Fight, +3 melee attack for all infantry under this leader's command

DESCRIPTION

Infantry win battles, under the right commander.

INSPIRATIONAL

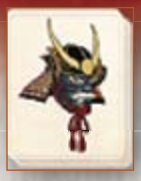
EFFECTS

LEVEL 1	+10% to the effectiveness of Rally, -5% upkeep costs for units under this leader's command
LEVEL 2	+20% to the effectiveness of Rally, -10% upkeep costs for units under this leader's command, +5% replenishment in this leader's province
LEVEL 3	+30% to the effectiveness of Rally, -15% upkeep costs for units under this leader's command, +10% replenishment in this leader's province, +1 morale in battles

DESCRIPTION

What man will not follow courage?

INTIMIDATING



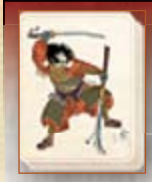
EFFECTS

LEVEL 1	+1 to provincial oppression, -5% to provincial resistance to invaders, reduces enemy morale
LEVEL 2	+3 to provincial oppression, -10% to provincial resistance to invaders, reduces enemy morale

DESCRIPTION

Fear can be sharper than steel in an enemy heart.

LEGENDARY WARRIOR



EFFECTS

LEVEL 1	+1 morale and armour for the general and his bodyguard
LEVEL 2	+2 armour and +3 morale for the general and his bodyguard, +20% to the size of the bodyguard unit

DESCRIPTION

Some warriors become dragons rather than slay them.

LIVING TREASURE

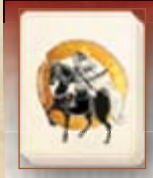
EFFECTS

LEVEL 1	+5 to provincial happiness
LEVEL 2	+10 to provincial happiness

DESCRIPTION

Some men need only "be," they are beyond "do."

MASTER HORSEMAN



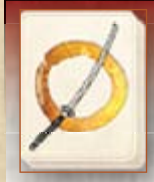
EFFECTS

LEVEL 1	+1 charge for the general and his bodyguard
LEVEL 2	+2 charge for the general and his bodyguard
LEVEL 3	+3 charge for the general and his bodyguard

DESCRIPTION

The warrior and his mount are one.

MASTER SWORDSMAN



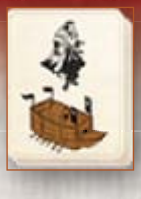
EFFECTS

LEVEL 1	+1 melee attack for the general and his bodyguard
LEVEL 2	+2 melee attack for the general and his bodyguard
LEVEL 3	+4 melee attack for the general and his bodyguard

DESCRIPTION

The sword is the soul of the samurai.

PIRATE



EFFECTS

LEVEL 1	+2 command during naval battles, +1 command when attacking or defending at sea, +10% income from looting
LEVEL 2	+4 command during naval battles, +2 command when attacking or defending at sea, +25% income from looting

DESCRIPTION

Mastery of the cruel sea requires cruelty in turn.

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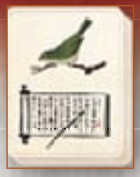
POET



EFFECTS

LEVEL 1	Improves the rate of Bushido arts mastery by 3%
LEVEL 2	Improves the rate of Bushido arts mastery by 9%
LEVEL 3	Improves the rate of Bushido arts mastery by 12%

DESCRIPTION

The word cuts as surely as the blade.

CASTLE DEFENDER

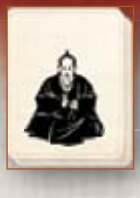
EFFECTS

LEVEL 1	+1 command when besieged, +1 siege duration (in seasons)
LEVEL 2	+2 command when besieged, +2 siege duration (in seasons)
LEVEL 3	+4 command when besieged, +4 siege duration (in seasons)

DESCRIPTION

A wall is as strong as the hearts behind it.

RELIGIOUS



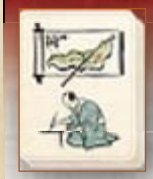
EFFECTS

LEVEL 1	Improves conversion to the clan religion, +10% to the Inspire ability
LEVEL 2	Improves conversion to the clan religion, +20% to the Inspire ability, +1 morale in battles
LEVEL 3	Improves conversion to the clan religion, +30% to the Inspire ability, +2 morale in battles

DESCRIPTION

Faith armours the heart and clears the head.

STRATEGIST



EFFECTS

LEVEL 1	+5% to campaign movement speed for the general and his army
LEVEL 2	+10% to campaign movement speed for the general and his army
LEVEL 3	+20% to campaign movement speed for the general and his army, +15 to the general's influence radius

DESCRIPTION

Contemplation and Go bring military wisdom.

SIEGE EXPERT

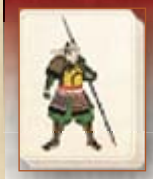
EFFECTS

LEVEL 1	+2 command when besieging, -2 siege duration (in seasons)
LEVEL 2	+4 command when besieging, -4 siege duration (in seasons)

DESCRIPTION

No wall can withstand the fury of men.

WARRIOR



EFFECTS

LEVEL 1	+1 melee defence for the general and his bodyguard
LEVEL 2	+2 melee defence for the general and his bodyguard
LEVEL 3	+4 melee defence for the general and his bodyguard

DESCRIPTION

To command others, a man must master himself.

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PROVINCE LIST AND DETAILS

It helps your campaign effectiveness to learn each province beyond their mere position on the map. There are keen differences between these regions, and each has its own strengths and weaknesses. By exploiting these, you are likely to become a better leader and end up with a wealthier and more powerful clan.

RESOURCE QUICKLISTS

Use the following tables to find the which provinces provide each type of resource.

GOOD CAVALRY PROVINCES
Awa
Higo
Kai
Mikawa
Suo

GOOD INFANTRY PROVINCES
Bizen
Iwate
Kaga
Sagami
Satsuma

GOOD ARCHER PROVINCES
Buzen
Echizen
Hitachi
Hoki

PRIME FORESTS (FOR SHIPS)
Fukushima
Hida
Tosa

NINJA TRAINING PROVINCES
Iga
Kii
Omi

IRON (FOR CHEAPER UNITS)
Kazusa
Mimasaka
Miyagi

GREAT STONE (CHEAP LOCAL BUILDINGS)
Sanuki
South Shinano
Ugo

PHILOSOPHICAL AREAS (FASTER CHI ARTS)
Kozuke
Kyoto
Settsu
Suruga
Tsukushi

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01 Aki
RESOURCES
- Port
- Hallowed Ground

02 Awa
RESOURCES
- Port
- Horses

03 Awaji
RESOURCES
- Port
- Farming

04 Bingo
RESOURCES
- Port
- Naval Tradition

05 Bitchu
RESOURCES
- Port
- Farming

06 Bizen
RESOURCES
- Port
- Smithing

07 Bungo
RESOURCES
- Port
- Naval Tradition

08 Buzen
RESOURCES
- Port
- Craftwork

09 Echigo
RESOURCES
- Port
- Naval Tradition

10 Echizen
RESOURCES
- Port
- Craftwork

11 Etchu
RESOURCES
- Port
- Farming

12 Fukushima
RESOURCES
- Port
- Prime Forest

13 Harima
RESOURCES
- Port

14 Hida
RESOURCES
- Prime Forest

15 Higo
RESOURCES
- Port
- Horses

16 Hitachi
RESOURCES
- Port
- Craftwork

17 Hizen
RESOURCES
- Port
- Naval Tradition

18 Hoki
RESOURCES
- Port
- Craftwork

19 Hyuga
RESOURCES
- Port
- Farming

20 Iga
RESOURCES
- Ninja

21 Inaba
RESOURCES
- Port
- Naval Tradition

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22 Ise
RESOURCES
- Port
- Hallowed Ground

23 Iwami
RESOURCES
- Port
- Gold

24 Iwate
RESOURCES
- Port
- Smithing

25 Iyo
RESOURCES
- Port
- Farming

26 Izu
RESOURCES
- Port
- Gold

27 Izumo
RESOURCES
- Port
- Farming

28 Kaga
RESOURCES
- Port
- Smithing

29 Kai
RESOURCES
- Horses

30 Kawachi
RESOURCES
- Farming

31 Kazusa
RESOURCES
- Port
- Iron

32 Kii
RESOURCES
- Ninja

33 Kozuke
RESOURCES
- Philosophical Tradition

64 Kyoto
RESOURCES
- Philosophical Tradition

34 Mikawa
RESOURCES
- Port
- Horses

35 Mimasaka
RESOURCES
- Iron

36 Mino
RESOURCES
- Farming

37 Miyagi
RESOURCES
- Port
- Iron

38 Musashi
RESOURCES
- Port
- Farming

39 Nagato
RESOURCES
- Port
- Farming

40 North Shinano
RESOURCES
- Farming

41 Noto
RESOURCES
- Port
- Farming

42 Omi
RESOURCES
- Ninja

43 Osumi
RESOURCES
- Port

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44 Owari
RESOURCES
- Port

45 Sado
RESOURCES
- Port
- Gold

46 Sagami
RESOURCES
- Port
- Smithing

47 Sanuki
RESOURCES
- Port
- Stone

48 Satsuma
RESOURCES
- Port
- Smithing

49 Settsu
RESOURCES
- Port
- Philosophical Tradition

50 Shimosa
RESOURCES
- Port
- Farming

51 Shimotsuke
RESOURCES
- Hallowed Ground

52 South Shinano
RESOURCES
- Stone

53 Suo
RESOURCES
- Port
- Horses

54 Suruga
RESOURCES
- Port
- Philosophical Tradition

55 Tajima
RESOURCES
- Port
- Farming

56 Tamba
RESOURCES
- Farming

57 Tango
RESOURCES
- Port
- Farming

58 Tosa
RESOURCES
- Port
- Prime Forest

59 Totomi
RESOURCES
- Port
- Farming

60 Tsukushi
RESOURCES
- Port
- Philosophical Tradition

61 Ugo
RESOURCES
- Port
- Stone

62 Uzen
RESOURCES
- Port
- Hallowed Ground

63 Wakasa
RESOURCES
- Port
- Farming

65 Yamato
RESOURCES
- Hallowed Ground

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ACHIEVEMENTS

There are dozens of special achievements to unlock as you master campaign play, combat, and multiplayer matches. Here is a list of all related goals for these achievements so that you know what to shoot for!

ACHIEVEMENT	HOW TO UNLOCK
A Promising Beginning	Win a campaign on easy difficulty (or higher)
A Respectable Rule	Win a campaign on medium difficulty (or higher)
Advanced Firearms	Be the first clan in the campaign to obtain Gunpowder Mastery
Against All Odds	Win a campaign on Legendary difficulty
Agent of the Stealthy Blade	Obtain a maximum rank Ninja
Balanced Attacker	Win a battle with an army that has at least one each of the following unit types: sword infantry, cavalry, archer, matchlock, spear, and naginata
Battlefield Dominance	Take and hold all special buildings on a map (requires that the map have more than one special building)
Belligerent Admiral	Sink a Nanban Trade Ship or the Nihon Maru during a naval battle
Berserk Charge	Win a multiplayer battle without using ranged units
Bringer of Death	Win 50 matchmade battles in multiplayer
Carve a Path	Capture 15 provinces on the avatar campaign map
Castle-Stormer	Win 10 siege battles as the attacker
Chosokabe Victory	Win the campaign while playing as the Chosokabe clan
Claw of the Tiger	Win 25 matchmade multiplayer battles
Commander of Commoners	Keep at least four Ashigaru units in a battle without having anyone route
Date Victory	Win a campaign while playing the Date clan
Dishonoured Foe	Win a multiplayer vs. campaign despite giving the enemy 10,000 koku
Divine Right	Become Shogun during the campaign
Elusive Strike Force	Have all of your army (except your general) be hidden for more than 30 seconds in a battle
Eradicate the Hattori	Destroy the Hattori clan during the campaign
Eradicate The Ikko-Ikki	Destroy the Ikko-Ikki clan during the campaign
Exceptional Warriors	Get a veteran unit to level four through the avatar system
Experienced Taisho	Play 10 multiplayer battles of any type
Famed Shogun	Win a campaign while playing on Hard difficulty (or higher)
Fear No Horseman	Win a multiplayer battle without using any spear units
Fearsome Commander of Men	Obtain a maximum level general during the campaign
Forged in the Hottest Flame	Win your first multiplayer battle
Glittering Grand Cities	Be the first clan in a campaign game to master Epic Architecture
Head-Hunter	Slay 10,000 enemies during your career
Heroic Warriors	Get a unit to rank nine while using the avatar system
Hojo Victory	Win a campaign while playing as the Hojo clan
Holder of Kyushu	Conquer all of the provinces on the island of Kyushu during the campaign
Holder of Shikoku	Conquer all provinces on the island of Shikoku during the campaign
Inspiring Counterattack	Simultaneously Rally five or more units

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ACHIEVEMENT	HOW TO UNLOCK
Japan Torn Asunder	Win a multiplayer vs. campaign
Legendary Force	Win a multiplayer battle using only your general and hero units
Legendary Sohei	Obtain a maximum rank Monk
Living For Battle	Obtain a unit of maximum rank in the grand campaign
Loyal to the Clan	Personally earn 20 clan tokens
Man the Defences	Win 10 siege battles as the defender
Master Interrogator	Obtain a maximum level Metsuke
Master of the Waves	Win 20 naval battles in multiplayer
Military Might	Be the first clan in a campaign to master Shih
Mori Victory	Win a campaign while playing the Mori clan
Oda Victory	Win a campaign while playing as the Oda clan
One Rule Under God	Win a campaign with a Christian Daimyo
Onna-Bugeisha	Win a defensive siege battle while being led by the lady of the house instead of a castle (have a castle without any general to have a chance at this)
Path of the Leader	Spend the maximum number of points in your avatar's skill tree
Servant of God	Obtain a maximum level Missionary
Serve With Honour	Join a multiplayer clan in Shogun 2
Shimazu Victory	Win a campaign while playing as the Shimazu clan
Soaring Fame	Obtain 100 fame in under 20 turns
Spreading Like Wildfire	Defeat a Creative Assembly staff member in multiplayer battle, or defeat someone else who has earned Spreading Like Wildfire already
Stranglehold	Have your clan hold five provinces simultaneously in a multiplayer clan campaign map
Stubborn Pursuer of Victory	Win a campaign on Very Hard difficulty (or higher)
Swathed in Fire	Win a multiplayer battle while more than half of your army is composed of Matchlock units
Swift and Deadly	Win a multiplayer battle losing less than 15% of your starting force
Takeda Victory	Win a campaign while playing as the Takeda clan
The Army on the March	Win 25 land battles in multiplayer
The Dragon of Japan	Win 100 matchmade battles in multiplayer
The Gathering Storm	Win a multiplayer battle without using any mounted units (generals are allowed)
There Can Be Only One	Achieve rank one on the multiplayer Shogun leaderboards
Tokugawa Victory	Win a campaign while playing as the Tokugawa clan
Trade Route Monopoly	Take control of all trade posts simultaneously during the campaign
Uesugi Victory	Win a campaign while playing the Uesugi clan
United in Conquest	Win a multiplayer co-op campaign
Uniter of Japan	Capture all provinces on the avatar campaign map
Unnecessary Force	Completely wipe out an enemy unit during a battle
Zen-like Dedication	Win 200 multiplayer battles of any type

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将軍 TOTAL WAR SHOGUN™ 2

OFFICIAL STRATEGY GUIDE

Written by Michael Lummis

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